

**SUPER
TURRICAN 2**



**OCEAN'S TURBO-CHARGED
POWER-BLASTER!**

ALWAYS FIRST WITH NINTENDO EXCLUSIVES!

TOY MAN!

SNES • ULTRA

**SCORCHING
SPORTS CHEATS**



NBA Jam TE!



Unirally!



**International
Superstar
Soccer!**

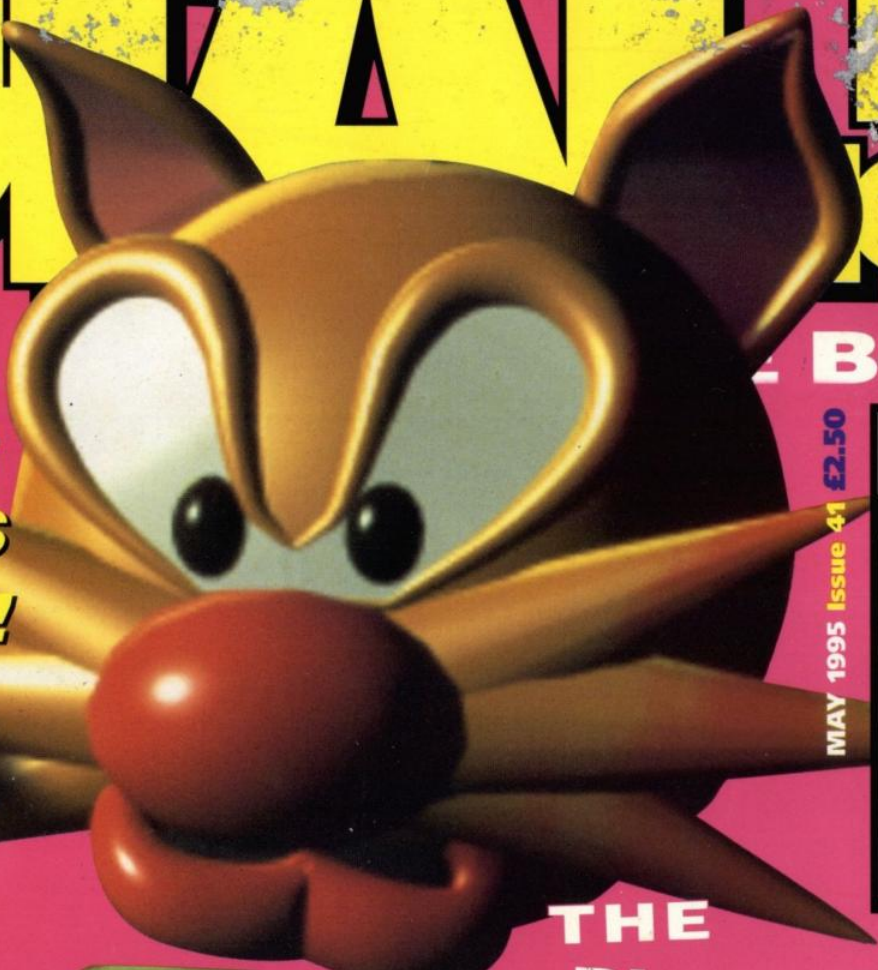


MK3

First SNES news!



**FREE!
T-WING
MODEL SPACE
SHIP**



**THE
SURPRISE PLATFORM
SMASH OF 1995!**

PUTTY SQUAD

WORLD EXCLUSIVE!

PUTTY ON DUDES!

MAY 1995 Issue 41 £2.50



IS IT A BIRD? IS IT A BR  CK?
NO ITS...

Jelly ROY™

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CHECK OUT THE MASSIVE OCEAN BURGER KING PROMOTIONAL GIVEAWAY
EXCLUSIVE

PROMOTION
HIG
RUNNING BETWEEN MARCH 10TH & APRIL 13TH



SUPER NINTENDO™
ENTERTAINMENT SYSTEM

MEGA DRIVE

GAME BOY™

WOT-A-BOY!

90%

Total

"A huge challenge with plenty of variety and you'll discover more each time you play it!"

"B^ordering^o n the brill!!"

90%

Mean Machines

"Jelly Boy is the most versatile platform hero to date. Playable and loads to do - the perfect combination.

Get morphing!"

90%

Total

"There's absolutely tonnes of challenges to get through on this tasty platformer - it's retained all the playability of the SNES version. It's loads of fun too!!"



ocean

WORLD EXCLUSIVE!

page

32

PUTTY SQUAD

The surprise platform smash of 1995. It's massive, it's bonkers and it looks absolutely stunning. You saw it here first.



T!-WING

Build our gorgeous space ship model kit. Turn to page 24 for Johnny's instructions on how to make his cosmic creation. It's out of this world.



page
24

page **6**

New characters, new moves and stunning graphics, surely it can't get any better. Can it? Find out on page 6.

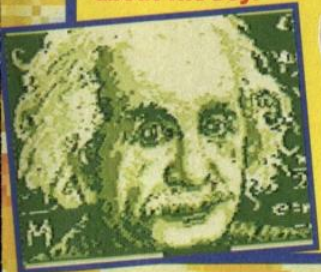
MK 3

LET'S HEAR IT FOR THE BOY

Our salute to the world's number one portable video game system. We're just mad about The Boy.

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THEME PARK

Andy visits Bullfrog and meets the people who are about to cram the brilliant Theme Park into an unsuspecting SNES.

page

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SUPER TURRICAN 2



page

46

See for yourself the turbo-charged fire-power of Super Turrican 2.

BOOGER MAN

Flicking greenies, dribbling snot and dropping farts, are you ready to 'pump' up the volume with the vilest platform game ever? We were!



page **42**

MEGA MAN X

page **38**



Is it Mega? Is it twice as good as the brilliant original? Andy is the man to find out. See if he survived on page 38.

ADDAMS FAMILY VALUES

Can it be as creepy and kooky as the original? Josse is left to Fester. (That's the character Fester, we wouldn't just let Josse rot in some corner. Then again...)

page

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TIPS FRENZY!

Winning is everything, as we go cheat-crazy with our devious guides. Tips and spoodle heys!

INTERNATIONAL SUPERSTAR SOCCER

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NBA JAM

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UNIRALLY

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WARIO BLAST

page **72**

TOTAL!

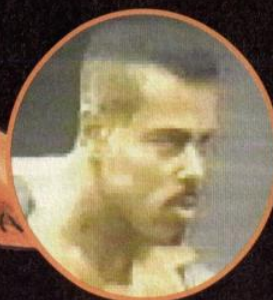
NINTENDO NEWS

Still playing *Mortal Kombat 2*? Just found all those fatalities and hidden characters? Well get ready to prepare yourself again as **TOTAL!** brings you the latest news on *Mortal Kombat 3*, complete with new characters and everything. Wow.

Mortal



Sonja makes her long awaited return in *MK3*. The designers received so many letters about her appearance, or non appearance in *MK2* that they had to put her back in. The Indian dude is NightWolf.

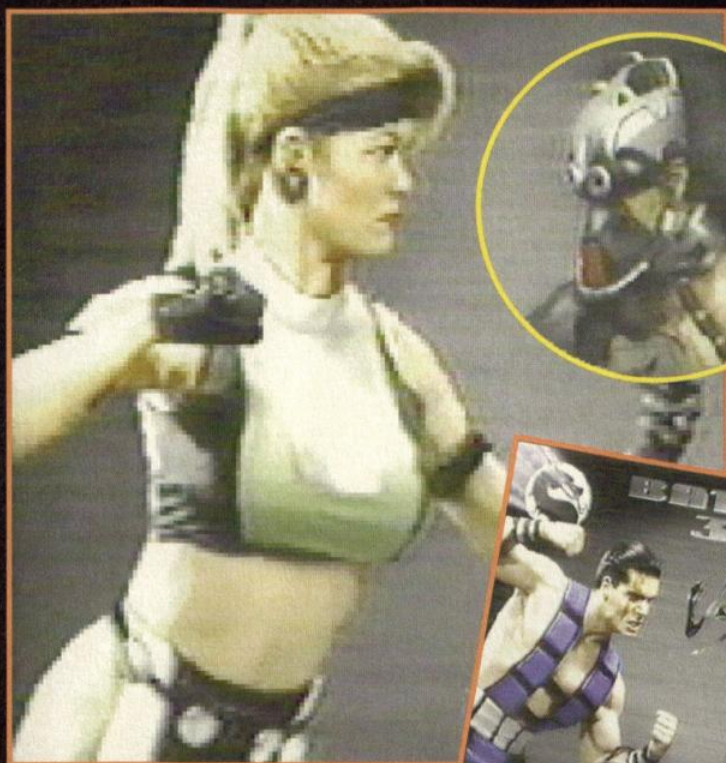


Good news guys. It's finally been officially announced. *Mortal Kombat 3* is definitely coming to a Nintendo system near you. There have been a lot of rumours flying around that *MK3* was going to be signed up by Sony to appear exclusively on their PlayStation system but **TOTAL!** has the facts.

The arcade machine is launched in America this month and will be winging its way towards these shores soon after. Ed Boon, the man behind all the arcade *Mortal Kombat* games, has confirmed that a SNES version is in the pipeline. '*Mortal Kombat 3* will do to *Mortal Kombat 2* what *Mortal Kombat 2* did to the original *Mortal Kombat*', said Ed Boon when he spoke to **TOTAL!** this month. Unfortunately you'll have to wait until late next year at the very earliest to see it.

Unlike the last two *MK* games, Acclaim will not be handling *MK3*. Williams have decided to handle the home versions themselves.

Ed has also revealed to us that the game has 14 characters plus the usual complement of hidden ones. Sonja and Kano return from the first game and take their place alongside Liu Kang,



One of the new characters is Sheeva. She's a She-Goro and is actually one of the original Goro's seven wives. Just imagine, seven mothers-in-law.

Kombat 3

ON THE WAY, WAHEY!

Shang Tsung, Jax, Sub Zero and Kung Lao. The new characters include: Sheeva, a female Goro, NightWolf who is a Red Indian, Kurtis Stryker who is an LA SWAT team member with a night stick and can throw grenades, and Sektor who is a red robot ninja with his yellow sidekick Cyrax. Other new names include Kabal and Shindel.

The arcade machine features a new run button which launches a whole new range of attacks for each character. You can rest safe in the knowledge that all the usual fatalities are there along with animalities. Yes, you get the chance to turn into an animal and maul your opponent to death.

Another new feature is on the character vs screen. You will get the chance to enter different combinations of moves and buttons. Some will have no effect but some will give you access to hidden parts of the game that most people would never have dreamt existed. Imagine being the envy of all your mates by pulling these moves off in front of them at the arcade.

Visually, *Mortal Kombat 3* is absolutely stunning. The graphics have been revamped and reworked to look even more impressive than ever. There is also fifty percent more sound effects and music.



The code boxes on the bottom of this screen allow you to access the hidden stuff that is in MK3, but there's much more hidden away than there was in MK2.



This is the new look Kano, more high tech than ever before.

DID YOU KNOW?

Originally the first *Mortal Kombat* game was supposed to feature you playing Jean Claude Van Damme and using his unique fighting style to defeat loads of opponents. The deal fell through and *Mortal Kombat* became the game you know and love. Irony don't you think that Van Damme has appeared in the *Street Fighter* movie and is all set to star in the arcade game of the movie. All this at the same time that the *Mortal Kombat* movie launches in America.

NINTENDO NEWS

It's raining

GAMES



In the future you may well be able to download any darned game you please and all for a pilfering £100. It certainly beats shelling out £60 a time for a game that's only gonna last you about a week or so.



Oh alright it isn't raining games but they are set to come from the sky in the near future. Nintendo have just launched their Satellaview system in Japan which allows you download SNES games into your home for next to nothing.

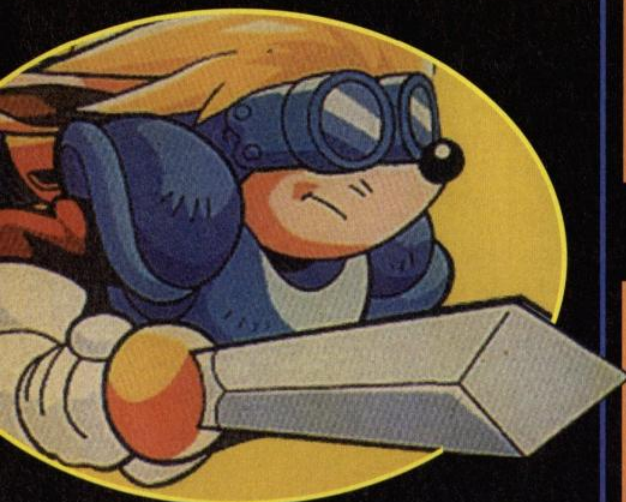
The base unit retails for around £100 and runs on their gaming channel from 4-7pm every

day. Provided you've already got a SNES you're up and running. Sounds too good to be true, doesn't it? Well it is, actually. Unfortunately there are no plans to release this system in the UK at the moment but you can be sure that a similar system will be available here once the Ultra 64 launches.

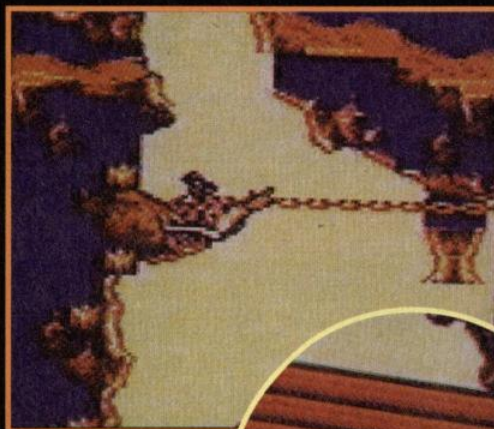
SPARKSTER STRIPS

The legendary hero of Konami's *Rocket Knight Adventures* and *Sparkster* is to get his own comic strip. As from May 27, Sparkster will appear every fortnight in *Sonic The Comic*. It's about time that comic had a decent character in it!

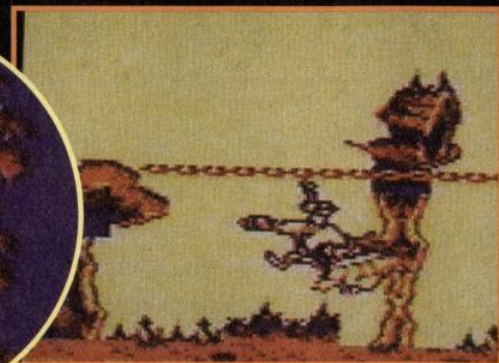
After only two outings on the SNES, that loveable Konami character gets his own comic strip. What next? A cartoon? A film? World domination?



A JIM IN THE HAND IS WORTH, well £25 anyway!

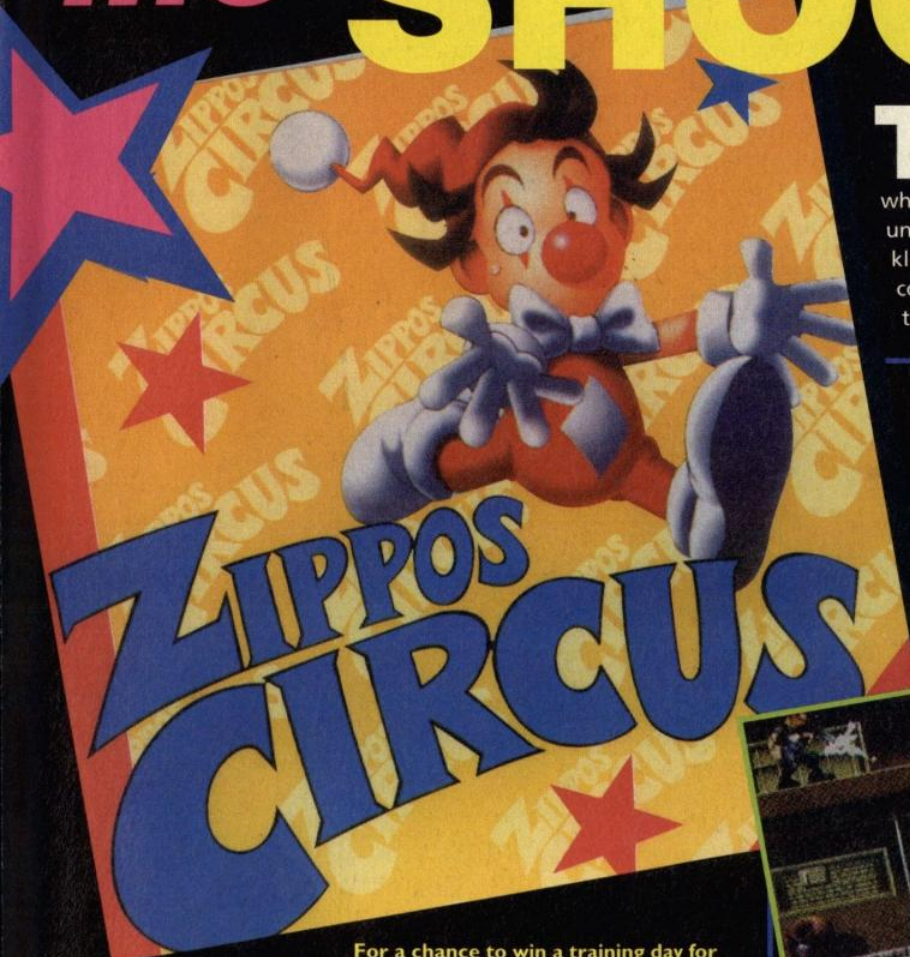


Forget *Earthworm Jim 2*, we aren't done with the original yet. Yes, that instant classic *Earthworm Jim* is coming to the Game Boy this summer. The hand-held version promises all the features of the original as well as a few hidden surprises. Exactly what these surprises are remains to be seen but you can be sure that we'll be first to preview this stunning platformer in a couple of months.



With *Earthworm Jim 2* in development on all formats as you read, the hype for that loveable worm probably won't die down until about this time next year. Have you had enough yet?

Kid Klown in *brought to life* SHOCKER!



This month sees the release of *Kid Klown in Crazy Chase* on the SNES, and to tie-in with this momentous event Nintendo are giving away free tickets to Zippos circus in every game pack. So what's that got to do with Kid Klown being brought back to life? Well, until December he's going to be joining the circus in the flesh and klutzing his way around the country. For a chance to win yourself a copy of the game and to check when Zippos circus will be near you turn to page 88 this instant.

Green LANTERN



That old DC Comics super hero *Green Lantern* will be making his debut on the SNES this summer. The game promises DC Comics approved characterisations, seven huge levels and an impressive Mode 7 finale. On top of this *Green Lantern* can summon awesome powers through his magical ring. Blimey!

No the picture doesn't really tell you a lot about the game. What do you expect from a sneak peak? Never happy are you?

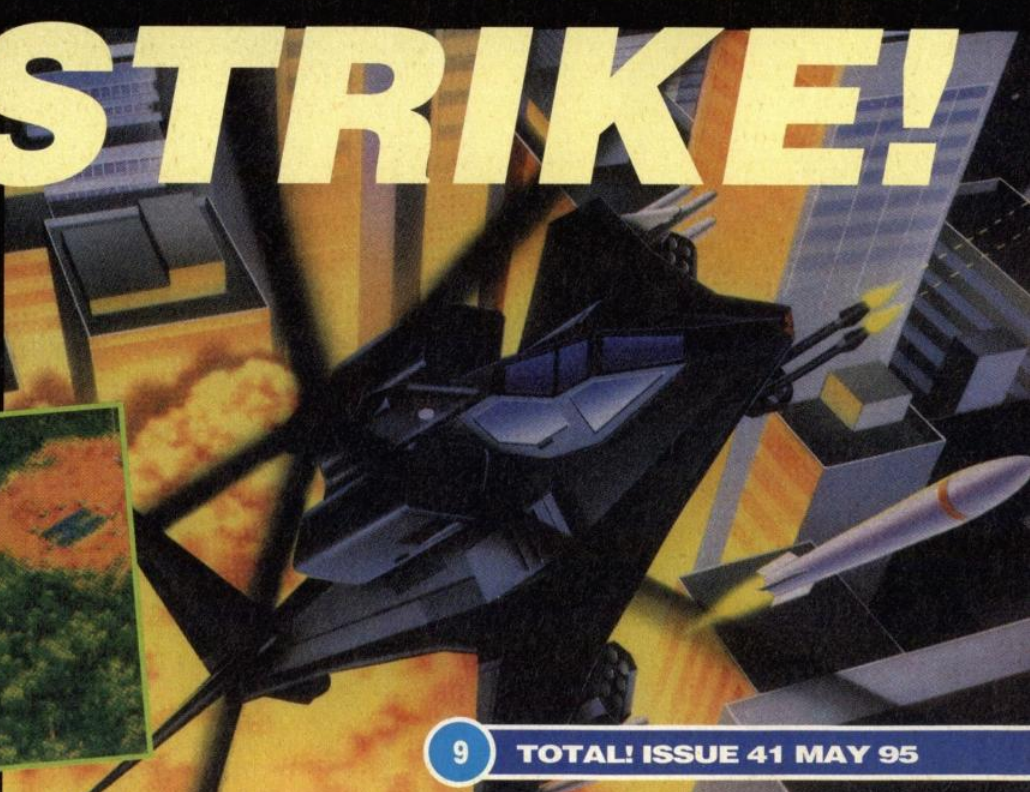
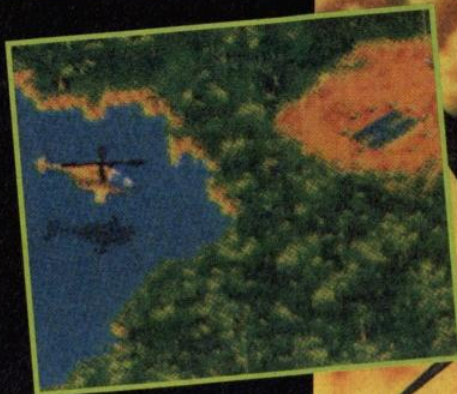
For a chance to win a training day for two at Zippos circus and a copy of the fabulous *Crazy Chase* turn to page 89 immediately.

Urban STRIKE!

Urban Strike, the second sequel to the classic *Desert Strike* is set for release at the end of the summer simultaneously on SNES and Game Boy.

The latest in this ever popular Strike series takes place in various major US cities in the year 2006. New movement capabilities now allow you to exit your vehicle, enter enemy buildings and fight hand-to-hand as well as command groovy new vehicles including: high-tech air, land and sea crafts; two new military helicopters and a ground attack land cruiser. Look out for a work-in-progress feature on this top title very soon in TOTAL!

If they don't hurry up and release *Jungle Strike*, it's sequel will already be in the shops. What is going on?



CHARTS

All change on the SNES, but those NES charts never seem to move do they? They will next month. Straight out of the mag.



SNES

- 1 2 Int. Superstar Soccer
- 2 5 Donkey Kong Country
- 3 NE Starwing
- 4 NE Desert Fighter
- 5 NE Super Mario Kart
- 6 1 NBA Jam TE
- 7 NE Zelda III
- 8 NE Mario All Stars
- 9 NE The Lion King
- 10 NE Sensible Soccer

NES

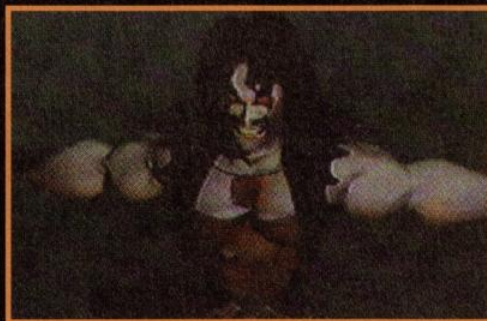
- 1 1 Super Mario 3
- 2 3 Pacman
- 3 10 Alfred Chicken
- 4 NE Kirby's Adventure
- 5 NE Mario Is Missing
- 6 2 Battletoads
- 7 NE Terminator 2
- 8 NE Bionic Commando
- 9 9 Tetris 2
- 10 NE McDonaldland

GB

- 1 1 Donkey Kong '94
- 2 7 Zelda - Link's Awakening
- 3 NE Wario Blast
- 4 4 Micro Machines
- 5 5 Super Mario Land
- 6 3 Wario Land
- 7 6 Tetris 2
- 8 NE Space Invaders
- 9 NE Lemmings 2
- 10 NE Kirby's Dream Land

NINTENDO NEWS

Would YOU give anyone your last LOBO?



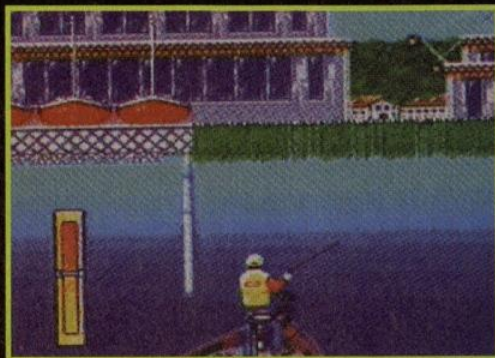
One of the Bee Gees, with arms like Nic Nacs. Real cheese flavour mind, not that scampi stuff.

The little known comic strip character Lobo is to star in his own platform adventure later this year. Apparently this evil looking chap hangs out in Washington DC and is the meanest of all bounty hunters. Expect more on Lobo very soon, mon amigos.

Fishy goings on!

What's the deal with fishing games? It all sounds a bit bonkers to us. If you like fishing, go fish. Then again, I suppose the same could be said of most games. Anyway, two new fishing games are coming to the SNES this summer, Jimmy Houston's Bass Tournament and Fishing To Bassing.

Expect non-stop action and nothing at all tiresome. Strange fish indeed.



Mmmm, fascinating.

TITATION COMPETITION REBOOT COMPO

The video of that hit television series Reboot is to be released this month and those generous Polygram geezers have supplied us with five copies to give away.

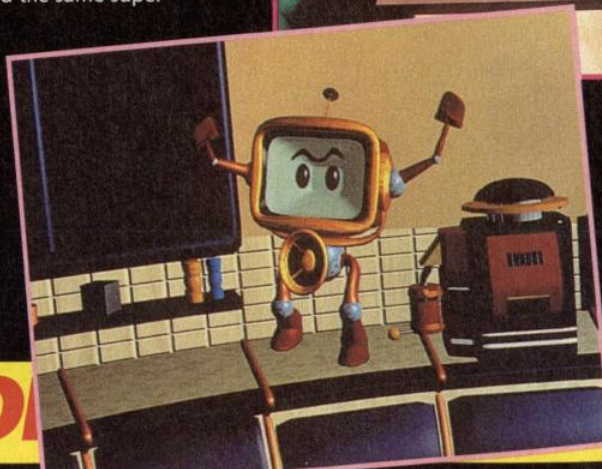
Reboot, screened on Children's ITV, is the most expensive piece of TV animation ever made and every penny is up there on screen. The first video contains episodes one and two and will retail for £9.99. To get your grubby little mits on a free copy simply answer the following question:

Which dinosaur film used the same super computer technology as Reboot?

Send your entries to:
Jurassic Park
Compo, TOTAL!, 30
Monmouth Street,
Bath, Avon BA1
2BW.

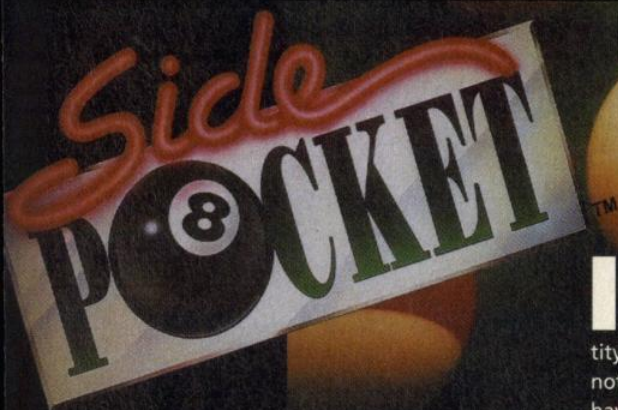


More freebies from your generous friends at TOTAL!



PETITION COMPETITION COMPETITION

SIDE POCKET BUGS BUNNY COMPO



It's been exactly a year since we reviewed *Side Pocket* and *Bugs Bunny's Rabbit Rampage* for the SNES and you wouldn't believe the quantity of letters we've had whinging about them not being released. Well fret no more! Marubeni have just announced the official release of these two quality carts and to celebrate we're are giving away five copies of each game to you lucky lot. To recap, *Side Pocket* received a whopping score of 89% and was described as a surprisingly playable pool sim whereas *Bugs*

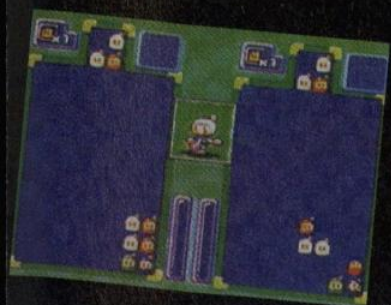
Bunny's Rabbit Rampage received a less impressive 75% and was described as a great looking platformer aimed at younger players. Still, not bad for free!

To win one of these lovely carts simply answer the following question: In which film did Paul Newman play the part of a pool hustler? Send your entries to: **That Classic 1961 Movie The Hustler Compo, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW.** Remember to mark which game you would prefer to receive.

PETITION COMPETITION COMPETITION

PANIC BOMBER!

Bomberman is set to star in yet another *Tetris/Puyo Puyo* clone later in the year. Erm, it's called *Panic Bomber*, it's from Hudson Soft and that's about it really.



As we say, it's called *Panic Bomber*, it's from Hudson Soft and that's about it really.

More VIRTUAL BOY titles announced

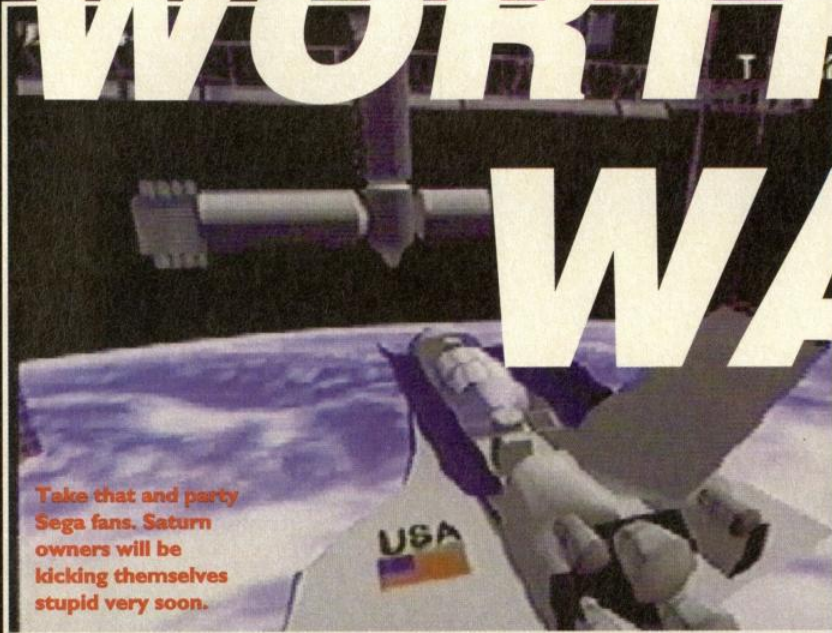
Confidence is growing for Nintendo's soon to be released Virtual Boy with the announcement of two new titles. The first is a flight sim called *Red Alarm* which is rumoured to be the best effort yet on the 32-bit system and the second is an as yet untitled shoot-'em-up which is in the very early stages of development. We'll have piccies on both titles next month. You'll see it hear first.





ULTRA 64 NEWS

WORTH WAITING

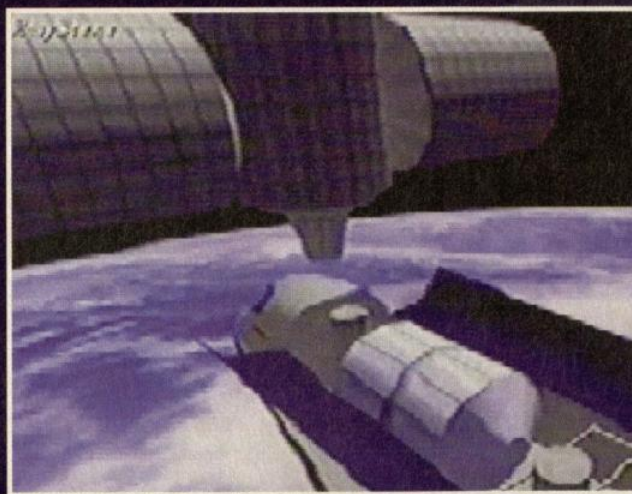


Take that and party Sega fans. Saturn owners will be kicking themselves stupid very soon.

After a period of rather ominous silence from Nintendo, news came this month which brings the most eagerly awaited Super console a step further from mere speculation and a step nearer being a reality. It came in the form of a video announcement from a guy called Tom Jermoluk. Only he's no ordinary geezer, he's the president of Silicon Graphics Incorporated, the world's leading developers of computer graphics systems and the company that is working alongside Nintendo to create the Ultra 64.

The presentation opens with a rather enthusiastic speech from Jermoluk. He starts, 'It's been stunning. The visual quality and the speed and interactivity of the gameplay have been amazing. I can't wait for you, as the world's game players, to be able to get your hands on this.'

Yeah, yeah, but still we've seen nothing of the machine or what it can really do. And a question still hangs over whether we'll actually see the finished console this



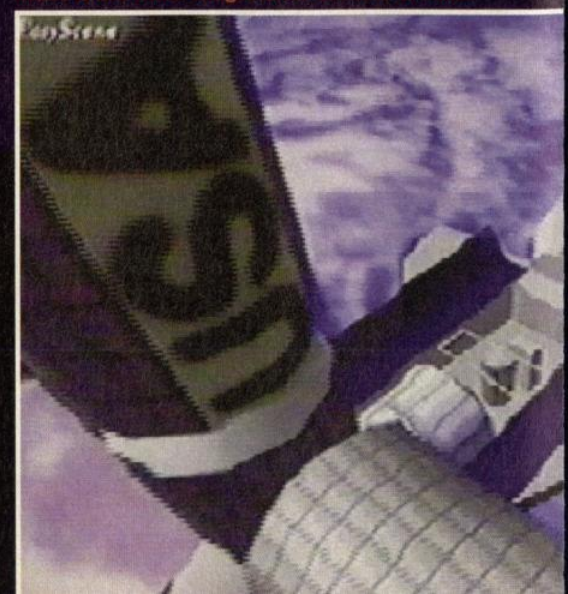
side of Christmas as was promised. The good news is, according to Tom, everything is right on schedule.

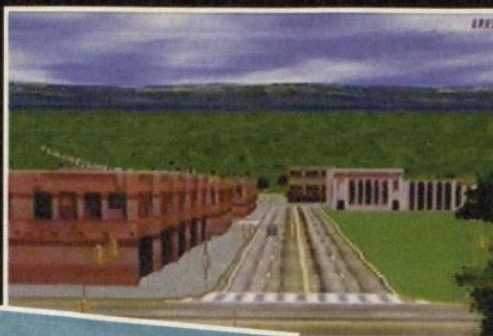
The video then goes on, with the help of some geezer in front of an SGI workstation, to show us what the 64 is allegedly capable of and the techniques it uses to achieve the stunning results you see on these two pages.

We're told by the man that we're 'not looking at highly produced computer animations. What we're looking at are

real-time game environments that Ultra 64 will be able to produce.' To explain, the image quality here has almost been matched in some games, but in these cases, the rendered images have been pre-animated and simply get pulled off a CD ROM to be used as non-interactive backdrops. What is claimed of the Ultra 64 is that even smoother, more complex environments will be achievable, but in real-time, that is, it'll all be created as you

Silicon Graphics claim that images such as these will be the standard for Ultra 64 games, which will make it the most sought after console around.





Yes we know these were created on a Silicon Graphics work station. At least entertain the idea.

G 4!

Who needs Ecco The Dolphin when the Ultra 64 brings you all this top 3D shark action?

TOTAL! GUIDE TO BUYING MAIL ORDER

move through it. Total freedom of movement through worlds that visually far exceed anything we've seen so far will be possible. That's the theory anyway. The problem is, everything we've seen so far is being done on existing SGI workstations costing tens of thousands of dollars. We need to see the Nintendo box up and running all by itself until we'll be convinced. And what of the games that must be in development? To all intents and purposes, they do not yet exist.

One encouraging point made in the film is that the new graphics techniques that make this quality possible are being put directly onto the Ultra 64's chips so that what is seen here is, in theory, achievable by any developer who decides to make games for the machine. Suddenly the Ultra 64 has become a little more exciting. But only a little. Our words to Nintendo are 'Show us more!'

Next month we'll have further images and details, to keep you abreast of Ultra 64 developments.

When you're buying from any mail order company, it's worth following these TOTAL! guidelines:

1. Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packing. Find out when you can realistically expect to receive your goods.

2. Always read the small print on adverts.

3. Beware of companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.

4. By far the best method of payment is by credit card. If ordering goods of more than £100 in total value, remember that you are legally entitled to claim compensation from some credit companies - if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5. If you're not paying by credit card, pay

by cheque. Never send cash and avoid using postal orders.

6. Keep records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.

7. If you are sending a cheque, keep a note of the cheque number and the date and the exact value. Make sure you know the exact number of the mail order company.

8. When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9. Always order from the most recent issue of TOTAL!

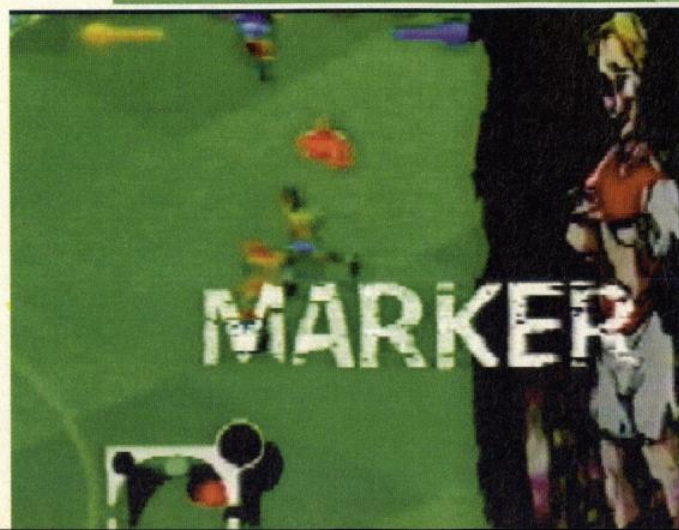
10. If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

BARRY '10 bellies' BARGER**COUNTRY:** Republic of Geordieland**AGE:** Wouldn't tell us**HOBBY:** 'I like fighting, me.'**SPECIAL ABILITIES:** Barger is hard enough to flatten his opponents and make sure they don't get up again for a while. Use his special shoulder-barge-move liberally.

FEVER SO



These grabs are taken from the *Fever Pitch* promotional video, hence the annoying blur.



Hang on a minute. I thought Barger was that fat bloke pulling a moonie at the top of the page.

Left: Doesn't that marker fella look uncannily like our very own Josse? Except he's smiling a bit.

**DICKY 'Trick'
DISCORAMA**

COUNTRY: Columbia

AGE: 28

HOBBY: Body piercing

SPECIAL ABILITIES: Dicky is capable of making the ball literally stick to his feet as he dazzlingly dribbles through dumb defenders and makes inspirational darting dashes.



**EMO 'Ball-blazer'
BIKOMOZO**

COUNTRY: Cameroon

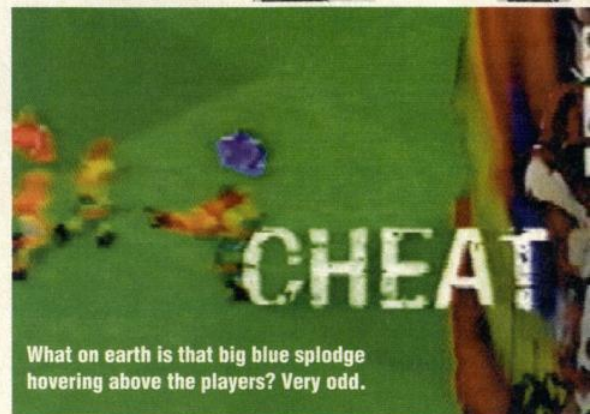
AGE: Unknown

HOBBY: Practising his ball skills

SPECIAL ABILITIES: Emo literally sets the ball alight with his power-blasting, thunder-bolting, net-busting, woodwork-wacking, rocket-blasting special shots.



R PITCH CCER



What on earth is that big blue splodge hovering above the players? Very odd.

**For ► Super NES
From ► US GOLD**

Hot on the heels of the smash-hit *International Superstar Soccer* comes an altogether different footy sim for the SNES, *Fever Pitch*. The emphasis is on blood 'n' guts in this fast moving, aggro-ridden extravaganza and we reckon that *ISS*'s king of the footy games crown may well be a short lived thing.

Apart from the usual array of footy features *Fever Pitch* boasts eight absolutely bonkers players, each with special moves of their own, and the fastest gameplay of any footy game on any console ever! Sounds like a top Cantona style kicking beat-'em-up to us. Not bad!

Ref indeed. I haven't seen a diving head-butt like that since T Hawk attacked Atko a couple of issues ago in Atko Investigates. Ah, the good old days.



Right: We fear that this beautifully rendered, yet ugly-looking, goosier won't be making it into the final SNES game.

MARCO 'The marker' RIGATONI

COUNTRY: Italy

AGE: 24

HOBBY: Womanising

SPECIAL ABILITIES: This solid team member has no special move but sticks to his opponents like super-glue. He'll do anything to stick to his man and won't give them an inch.



HAGANE

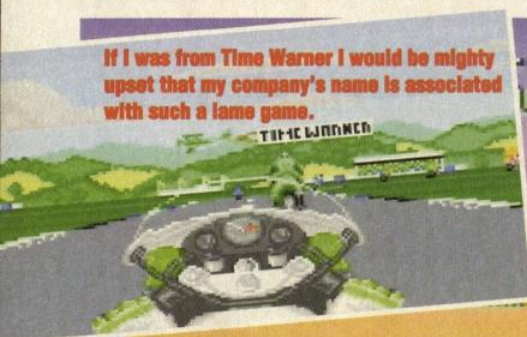
For ► Super NES
From ► VIRGIN



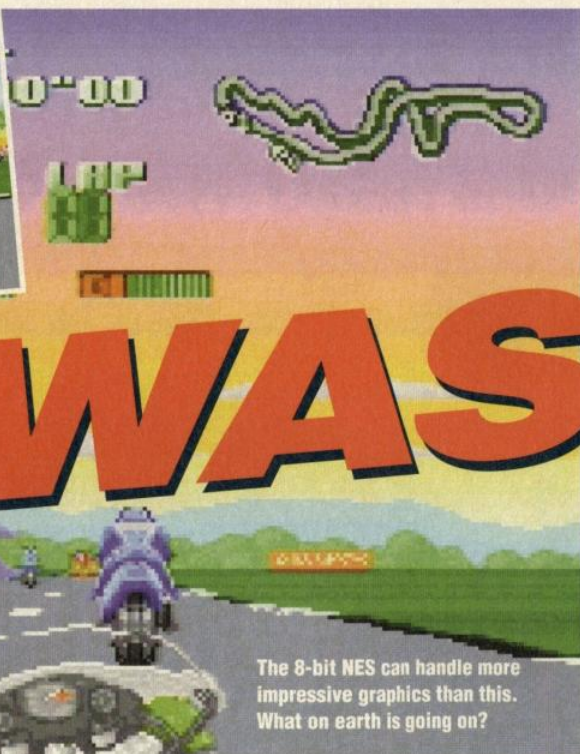
I wonder if *Hagane* began life as a *He-Man And The Masters Of The Universe* license? By the power of Greyskull! I have the power!!

The reign of *Super Turricon 2* as the best blast-'em-up of '95 may well be a very short lived thing. *Hagane* is here and it's harder than a granite boulder encased in stainless steel.

Hagane has the feel of those classic Konami blasters of old. You know the type, relentless whirling enemy formations and end-of-level Bosses that take up three or



If I was from Time Warner I would be mighty upset that my company's name is associated with such a lame game.



The 8-bit NES can handle more impressive graphics than this. What on earth is going on?



KAWASAKI

For ► Super NES
From ► TIME WARNER

So you thought that *Dirt Racer FX* (see page 56) was the worst racing game ever did you? Wrong! Unless we are sorely mistaken it seems very likely that *Kawasaki* on the SNES is set to receive one of the worst scores in the history of TOTAL! Let's hope we're wrong.



Yes, yes. All the usual track options. Blah, blah. Seen it all before, give us something new etc, etc.





This dark, brooding beat-'em-up wants to cheer up a bit. It's only a game for goodness' sakes.

four screens. It's an epic alright, and so bloody playable, it's frightening!

The graphics are varied and not at all cutesy but there's nothing ground-breaking here. The key to all this praise lies in how controllable and satisfying the whole experience is. Once you fire one of the many weapons on offer you might as well kiss

Below: The first end-of-level boss certainly knows how to make a simple explosion into a Broadway musical.



It's not advisable to stare-out a 50ft-high metallic head.

goodbye the rest of the evening. Blimey, this is starting to sound more like a review than a preview. I'd better stop there. Look out for *Hagane* it's gonna be a big un. Wahay.



Oh no! I've only gone and chaffed my knees, ruining my bright green jump suit in the process...

The graphics appear to be 8-bit at best, the control system is marginally more responsive than thought control and we've heard better sounds in church. Don't bother looking out for a review in future issues of *TOTAL!* as it will only be worth reading for comedy value. Oh dear.

...Well I can't just lie here sulking all day. I think I'll practice a few exercises. There that's better.



Coming soon to a newsagent near you!

SFX

The Science Fiction Magazine



It looks a bit like 'sex'. But it's more exciting than that.

Future
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Films. Books. Television. Comics. Video. And more...

JUNGLE STRIKE

For ► Super NES
From ► EA

Yes we did preview *Jungle Strike* six months ago, but we thought that as it's going to be released next month we'd better give you an update. Apparently there were more than a few bugs in the original version that had to be ironed out. Well now it's finished and it's looking jolly good too.

To recap: General Kibaba the younger wants vengeance for the death of his father. He plans to launch a nuclear attack on Uncle Sam and only you can stop him. Equipped with a Comanche Helicopter, an F117A Stealth Fighter, an MX-9 Attack and an Assault Motorcycle and must quash the evil Kibaba

over a gruelling thirty mayhem filled levels.

Vengeance, is the name of the game and he wants to play the game with you. *Vengeance*, can be terribly tame if you don't play the game with two!

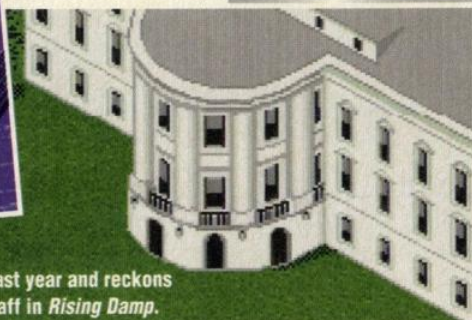


Above: Now that's a stretch limo! Far too much money! Let's blow the spawney git to pieces. Ready? Fire!

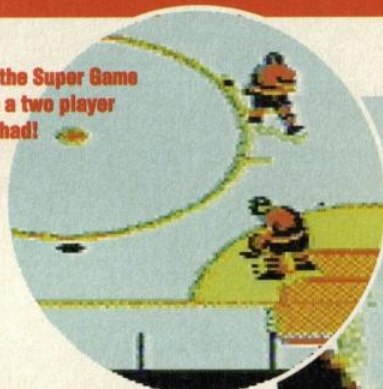


A multi-vehicle option, hoorah! A definite improvement.

Atko visited the Whitehouse last year and reckons that inside it's like Rigsby's gaff in *Rising Damp*.



Let's hope that the Super Game Boy version has a two player mode. It better had!



If this plays anything like previous versions we could be looking at a massive hit here.



NHL HOCKEY '95

For ► Game Boy
From ► T.H.Q.

It seems strange that we haven't seen *NHL Hockey* on the Game Boy before now. A couple of years ago hockey games were all the rage before the advent of decent footy games. Oh well, not to worry. Now they're set to come right back into fashion as the latest and best of the NHL series hits the hand-held. Packed with all the latest teams and statistics from the American national hockey league, *NHL '95* looks set to be a stonker.

From what we've seen of it so far the sprites are really big, superbly animated and

don't suffer from the infuriating slow-down which frankly spoiled *FIFA*. Here's hoping that the gameplay is up to scratch.

Just think, in one more month you'll be able to grab your stick, guide it across a slippery surface, sit back and enjoy a good pucking! Blimey!



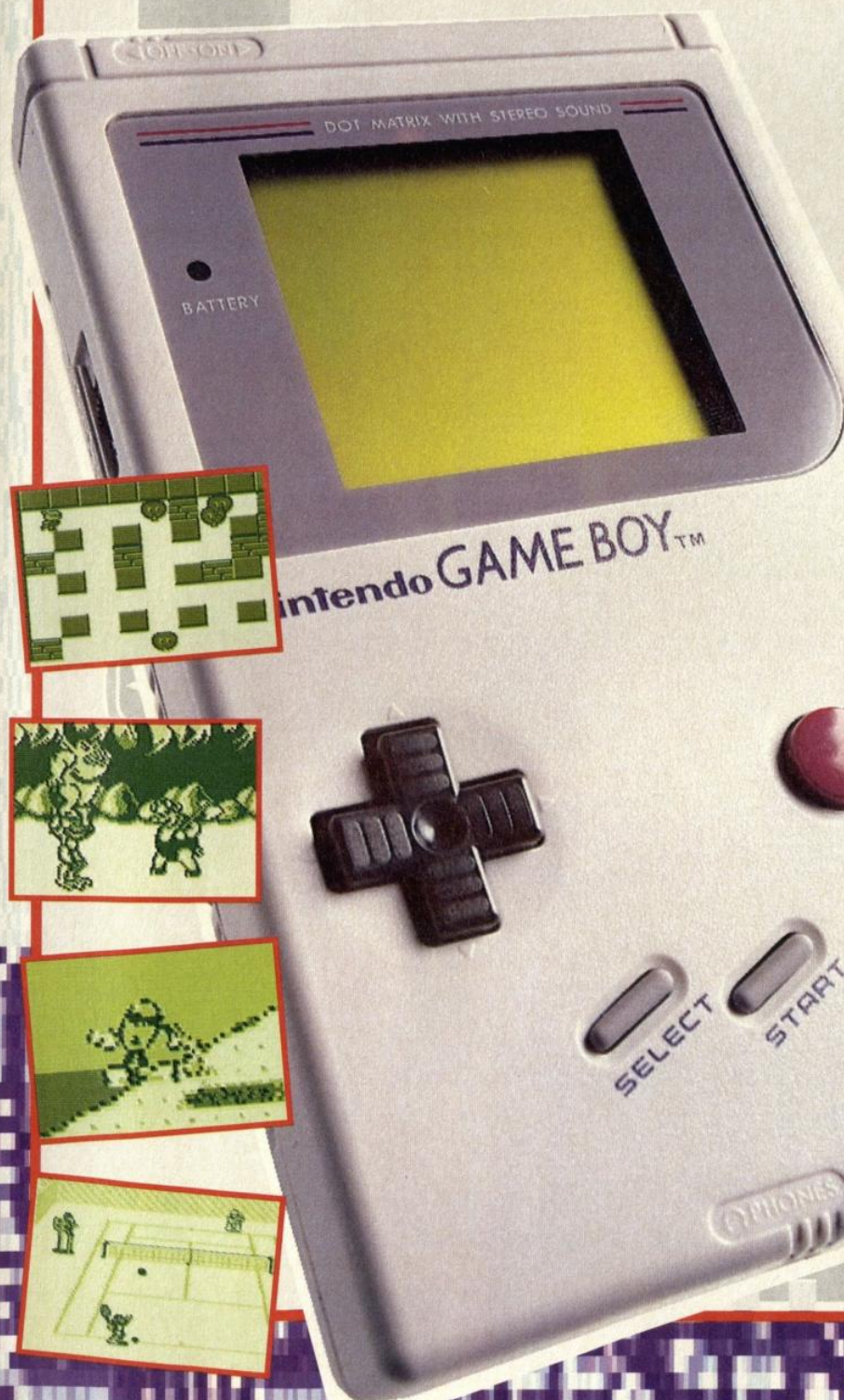
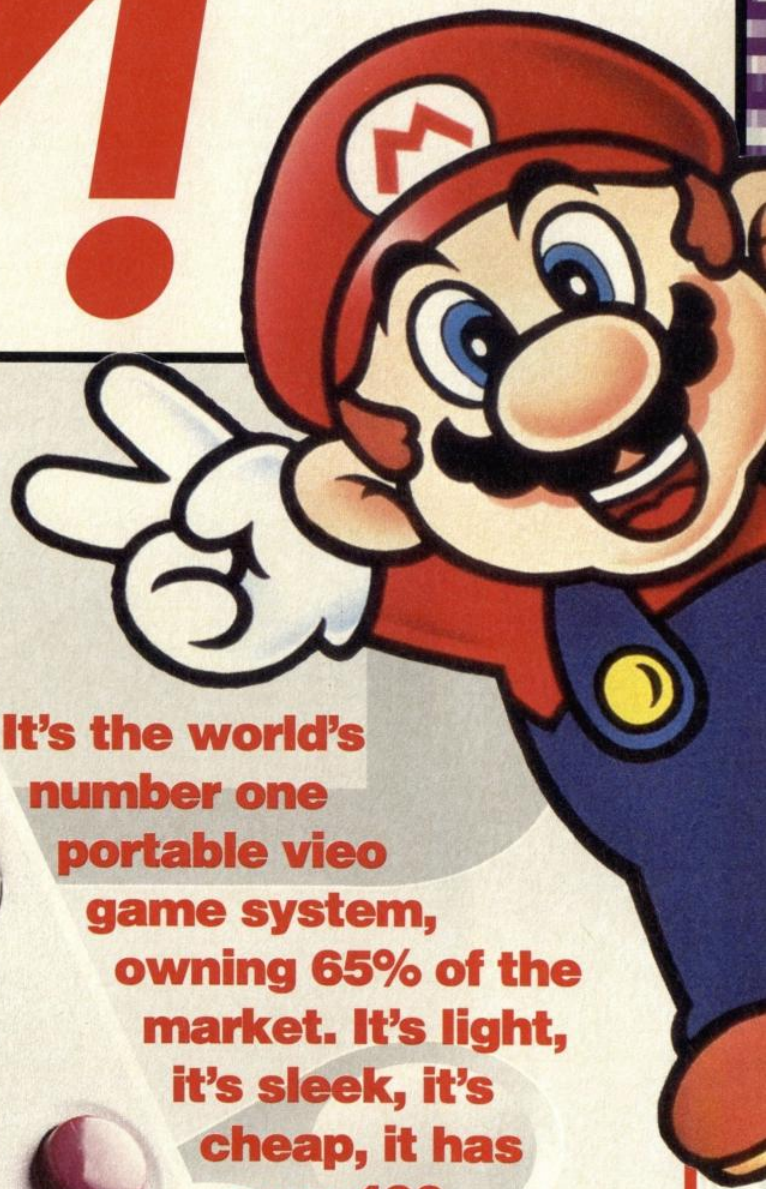
What's that old chat show host Russell Harty doing in a hockey game? We thought he was dead.



NEXT MONTH

We'll have full reviews of all these top titles in next months action-packed, best-ever, bluey-white, cream-filled TOTAL! Don't even consider missing it!

Let's hear it for the **BOY!**

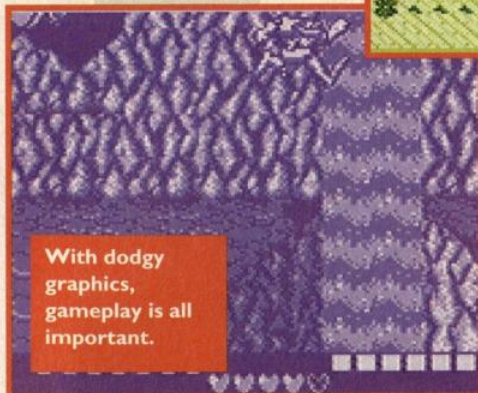
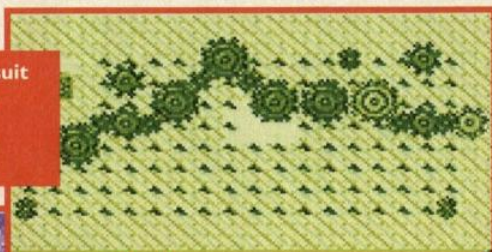


**It's the world's
number one
portable video
game system,
owning 65% of the
market. It's light,
it's sleek, it's
cheap, it has
over 400
hundred titles
available for
it, you can
play it
anywhere
and Kylie
Minogue
owns one.
Game Boy we
salute you.**

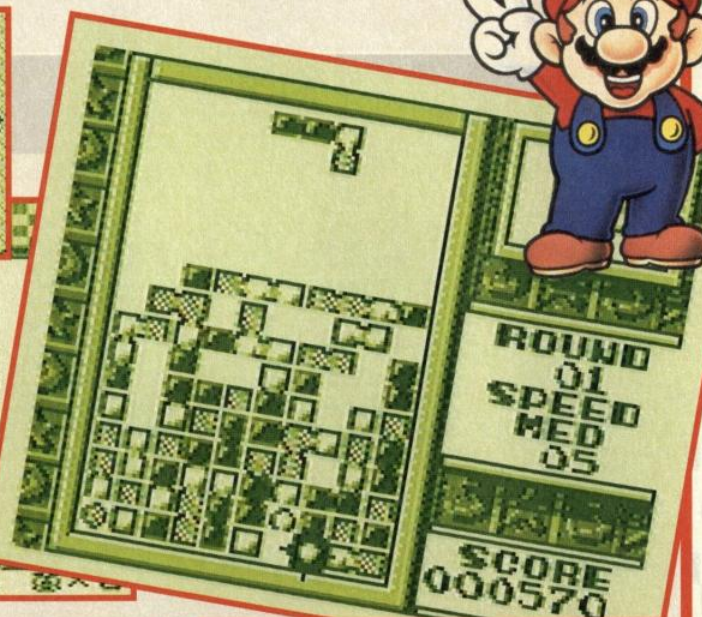
Let's hear it for the **BOY!**



Puzzle games suit the Game Boy better than anything.



With dodgy graphics, gameplay is all important.

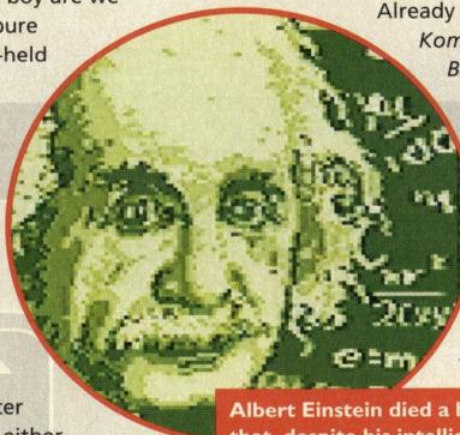


On any format, Mario is the main man when it comes to platformers.

Tetris is literally the title the Game Boy was invented for.

Oh boy! When I'm with you Game Boy! The world will feel. Like I. Was made. for you. That's right if you've got a Game Boy in your pocket, then boy are we pleased to see you. It's 5oz of pure gaming fun and the best hand-held entertainment centre in the world. Magazines can often tend to push aside the Game Boy as an also ran, and sure there's nothing better than the SNES for pure gaming fun, but with summer on the horizon, it's time to get out in the sun, and get your Game Boys out for the lads. There really is nothing else like it.

Never has there been a better time to own the pocket rocket either, with *Donkey Kong Land* about to be released, which could possibly be the best GB title ever.



Albert Einstein died a broken man, gutted that, despite his intelligence, he never invented the Game Boy.

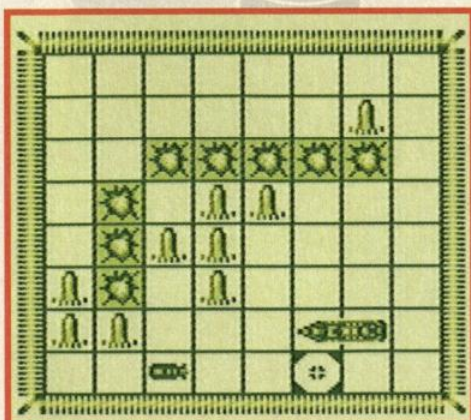
Already you can get *Mortal Kombat II*, *Turtles and Battletoads*. Add to that, *Lemmings*, *Golf and Tennis* and £35 seems a small price to pay for such portable brilliance. I mean it was worth buying just for *Tetris*!

It certainly has come a long way since the naive little Game

and Watch titles of the late seventies and early eighties. In 1987 when the heads of Nintendo first saw the potential for combining a simple Atari prototype game called *Tetris* with their little baby, no one



Elvis Presley (another star of the games *Splitz*) also died too young to ever play on the Game Boy.

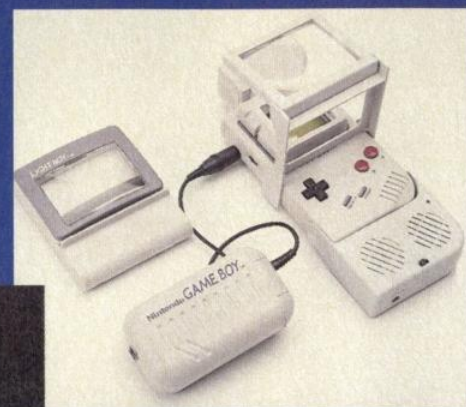


Battleships is a great game for two players but you can't help thinking the computer is cheating when you play it alone.

Add-on, And On, And On, A

There are so many extras for the Game Boy it's untrue. In addition to the two-way and four-way adaptors for multi-player games, there are also carrying cases, holsters, various magnifying options and of course the Super Game Boy that can convert basic Game Boy games into three colour beauties on the SNES.

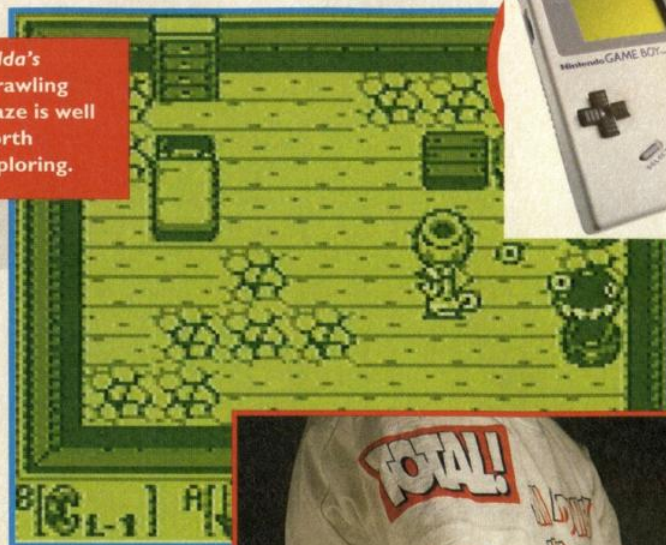
The Game Boy has more attachments than a rabbit on heat in mating season.



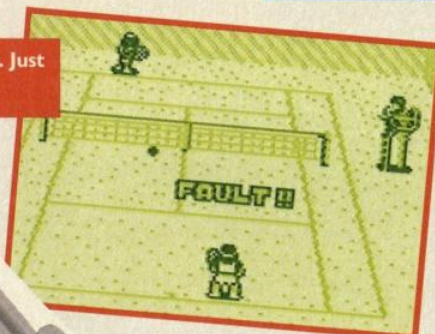


Zelda is a superb title that scored the biggest ever Game Boy mark.

Zelda's sprawling maze is well worth exploring.



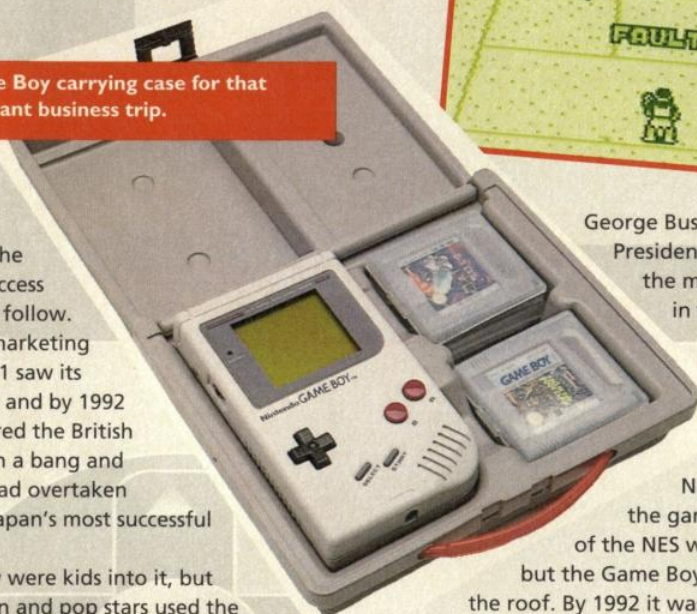
Get out in the sun for a game of tennis. Just sit on the beach to play.



The Game Boy carrying case for that all-important business trip.

could have envisaged the amazing success that was to follow. A massive marketing push in 1991 saw its sales rocket and by 1992 it had entered the British market with a bang and Nintendo had overtaken Toyota as Japan's most successful company.

Not only were kids into it, but businessman and pop stars used the Game Boy when travelling. In 1991



George Bush the American President – then one of the most powerful men in the world – was pictured playing one in hospital.

Here in Europe, when Nintendo entered the games market, sales of the NES were initially slow, but the Game Boy went through the roof. By 1992 it was at the top of everyone's Christmas list.



This holster means you're always prepared for that GB moment.

Three years on it is as popular as ever. Nintendo have just announced details of their latest launch, the Play it Loud Game Boy series. They're basically the same, but come in five different colours (vibrant yellow, radiant red, gorgeous green, deep black and high-tech transparent) with a clear carrying case

And On, And On, And On, And On, And On, And On...



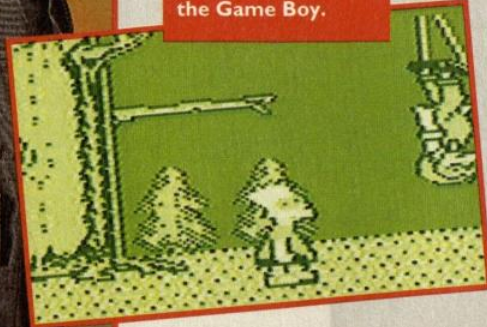
Beach Boy was one of the later additions to the Game Boy range, allowing you to play underwater.

If you want to win a Beach Boy, just put a caption to this picture and the funniest one will get our Beach Boy.

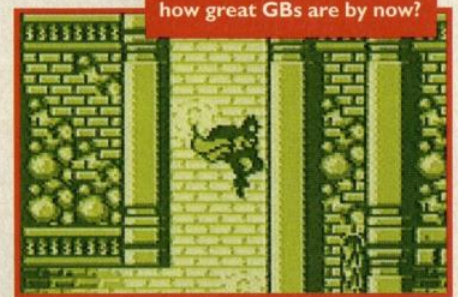
Let's hear it for the **BOY!**



Here's the Bart man in full effect on the Game Boy.



Surely we've convinced you how great GBs are by now?



The deluxe carrying case, is the ultimate in Game Boy style.



for up to six titles. With the Game Link cables and the Four-Player Adaptor the possibilities are endless. But then you don't need us to tell you that, what you need us to tell you is that there are some superb new titles on the horizon. And there are: *Donkey Kong Land*, a *Donkey Kong Country*, *Kirby's Dream Land 2* and *Mario's Picross*. There, told you.

The Game Boy is possibly the best invention of the 20th century. Apart from the television, the SNES and TOTAL! If you don't own one, you're a strange kind of person. We really are mad about The Boy here at TOTAL!



It's Sold How Many?

When it was first launched in France, the public went mad for it, they sold 1.4 million GBs in the first year, three times more than expected. In 1992 there was a total of six million Game Boys sold in Europe. By 1992 when figures were published Nintendo had sold 32.2 million Game Boys worldwide. There simply isn't enough space to accommodate the number of noughts on the figure for 1995. Not bad at all.

Five Things That Sound A Bit Like A Game Boy

- 1. Ballboy** - Girls and boys who run around like idiots at football matches and Wimbledon, fetching balls for the players. They also appear in comedy musical sporting clips when a tennis ball smacks them in the face by accident.
- 2. Life buoy** - A ring that people put on to

TOTALS! Top Three Girls Who Like Boys, Who Like...

1. Kylie Minogue -

The gorgeous Australian pop vixen is rumoured to be a demon at *Tetris*.

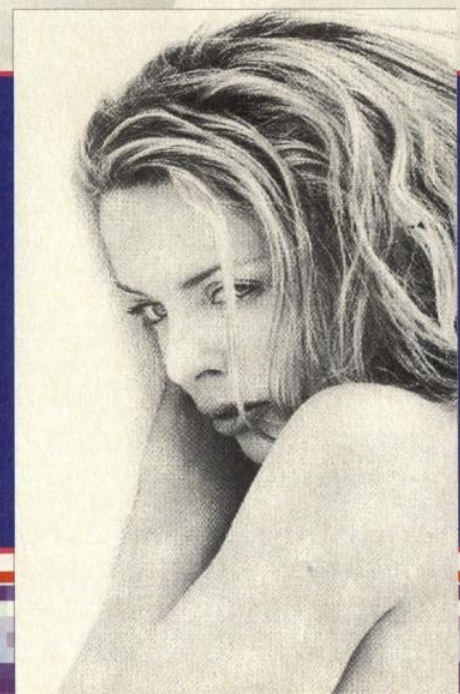
2. Dannii Minogue -

The equally gorgeous - yet slightly chubbier - Australian pop vixen, is known to have marathon two-player sessions with her sister. Phwoarr!

3. Shannon Doherty -

The lovely Shannon apparently takes time out from her role as Brenda in *Beverly Hills 90210*, and her career as a serious actress, for marathon games of *Super Mario World* and *Lemmings*.

Kylie with her Game Boy, goes all shy because she was so engrossed in *Tetris* that she forgot to put her top on.



Top Five TOTAL! Places To Play Your Game Boy

There have been some bonkers venues over the years.

1. KNEE-DEEP IN A POND.

Andy, as ever, leads the way in comedy game-play situations. He's a wag (no honestly, that word is spelt correctly).



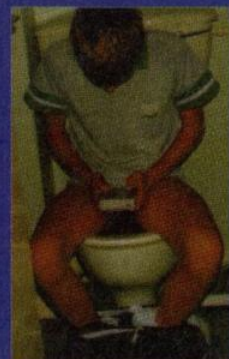
2. IN A DUSTBIN.

What an totally rubbish idea, doh! He really should be trashed for such a dumb place to hold his hand-held. Very poor indeed.



3. IN A SUITCASE.

Totally mad. This lad is a few shirts short of a full bag. More basket case than suitcase.



4. ON THE TOILET.

Your bog- standard gameplaying venue. Little Boy's room becomes little Game Boy's room, as all street-cred goes down the pan. Lucky his embarrassment was covered or he'd be really flushed. That's enough puns I think.



5. ON BOARD A SUBMARINE.

Silly but not really bonkers enough for us at TOTAL!

If you've ever played your Game Boy somewhere outrageous, send us the evidence and a T-shirt will be heading your way.

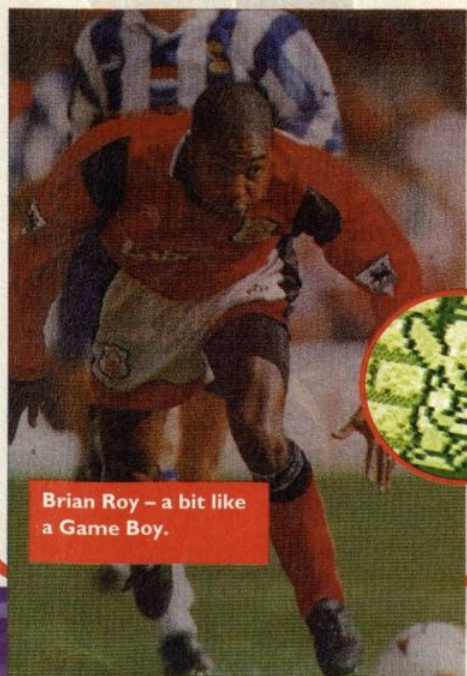


jump overboard when a ship is sinking. Must be red and white striped and have little bits of rope hanging off it.

3. Tomboy – a girl who thinks she's a boy until she's about 13. At which point she stops climbing trees and grazing her knees, puts on a dress and within days is the best looking girl in school.

4. Playboy – Magazine full of articles about cars, businessmen, holidays and sport. It also, apparently, has a few pictures of women without clothes on. As such TOTAL! thoroughly disapprove.

5. Brian Roy – Small and compact just like the Game Boy, but is about 50,000 times more expensive and only plays football. Doesn't fit in your pocket either.



Brian Roy – a bit like a Game Boy.

Top Five Puzzlers On The Game Boy



It's what the Game Boy was invented for.

1. SOLOMON'S CLUB – 93%

A brilliantly-structured, tactical platformer which is incredibly addictive. You won't be satisfied until you've completed all of the 50 puzzles and that may take some time.

2. TETRIS 2 – 92%

It had to be, didn't it? If you don't know how to play this and haven't been in a coma for the last 20 years, then you don't deserve to read TOTAL! This is the best version yet.

3. LEMMINGS – 90%

Graphics are possibly a bit dodgy on this, but saving those little rodents from self-destruction is still as good as ever.

4. KRUSTY'S FUN HOUSE – 84%

Simple design and tons of gameplay. It's kind of like *Lemmings* in reverse. Instead of saving the rodents, you splat a load of rats. Lots of sub-puzzles en route.

5. SPLITZ – 83%

An addictive little puzzler which involves the old idea of moving jumbled up tiles around to form a picture. Simple but satisfying.



Top Five Game Boy Games



Musts for any collection.

1. ZELDA IV – 97%

Hugely involving adventure with superb graphics, which is unbelievably close to the awesome SNES version. The best Boy friend ever? We think so.

2. SUPER MARIO LAND – 94%

Classic platform gameplay with all the style of its full-size counterparts. A superb play and another real boy's own.

3. DYNABLASTER – 93%

Four games in one cart, all of them excellent. Boasting bombing action.

4. FACEBALL 2000 – 93%

Similar to *PacMan* meets *Doom*. A 3D maze adventure with superb graphics and great gameplay. Get it.

5. MORTAL KOMBAT II – 92%

You can't leave it out, can you? The naughty Boy of the five, but as playable as ever and surprisingly enjoyable on the hand-held. No top five would be complete without it. Buy it or be laughed at.



T!-WING

INSTRUCTIONS

Right then. To get your model looking as good as the one illustrated, just read these instructions, take your time, get an adult to help you and be careful!

You will need a pair of scissors or a sharp modelling knife, a ruler, preferably steel, and some strong glue. The pop-up-stick variety will not be strong enough.

Before you cut anything out, score along the thick black lines as highlighted by the broken blue lines. This will make folding easier and give strength to the model. You can use the blunt edge of the scissors to do this or even a black biro, just make sure that you use a ruler and DON'T press too hard as you will go straight through the card.

Once you've done this, cut out the separate assemblies carefully around the thick black lines, including the black tags.

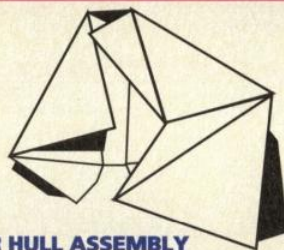


The T!-WING in full flight. Of course, if you wanted a full squadron, you'll have to buy another three issues!

STEP ONE



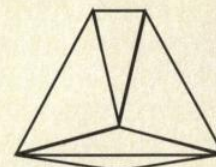
FRONT HULL ASSEMBLY



REAR HULL ASSEMBLY



FRONT HULL ASSEMBLED



REAR HULL ASSEMBLED

First take the Hull assembly and fold along the scored black lines. Glue the black tabs, one at a time, giving each tag time to bond to

the card before going on to the next one. Use the front and rear illustrations above as well as the Hull pic below to check your progress.

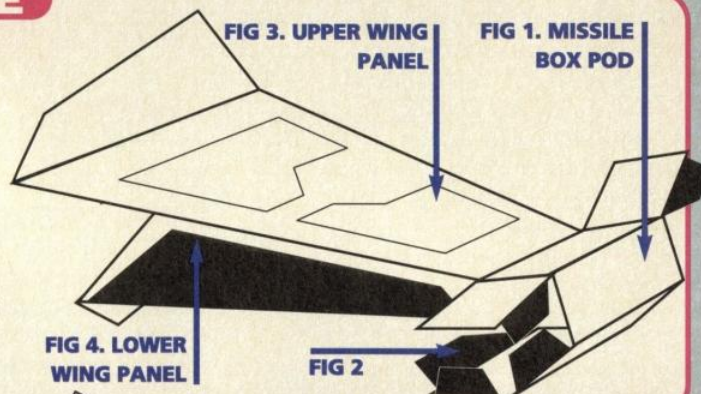
STEP TWO



Cut out the left fin, folding the tags inwards and glue to the inside of the fin. Then fold and glue the opposing face onto the other. Repeat with the right fin.

STEP THREE

You are now ready to assemble the wings. Start with the left as illustrated. Cut out and fold scored lines as before. Begin with the missile box pod (FIG 1) on the end of the wing, when the box is assembled you will be left with the tab (FIG 2). This is to be glued to the underside of the upper wing panel (FIG 3) which is then sandwiched by the lower wing panel (FIG 4). Repeat with the right wing.



STEP FOUR

You should now have two fins and two wings. Carefully cut out a slit on both the wings and fins (FIG 5). The slits should be 15mm long and 2mm wide.

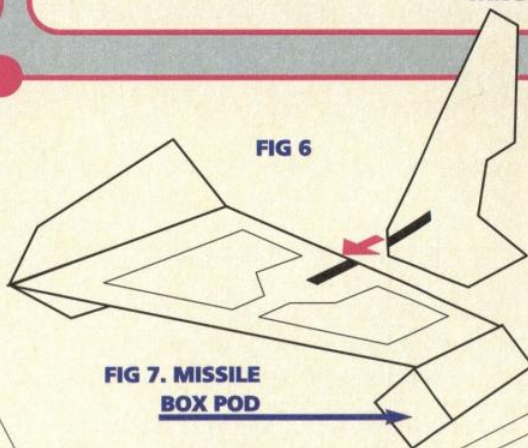
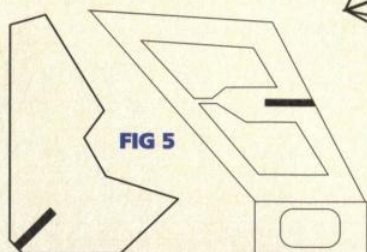


FIG 7. MISSILE BOX POD

FIG 6

Use these slits to join the fins to the wings (FIG 6). Once both wings are fully assembled, fold down the missile box so it appears as a diamond shape from the front (FIG 7). Now simply glue to the sides of the assembled hull (FIG 8).

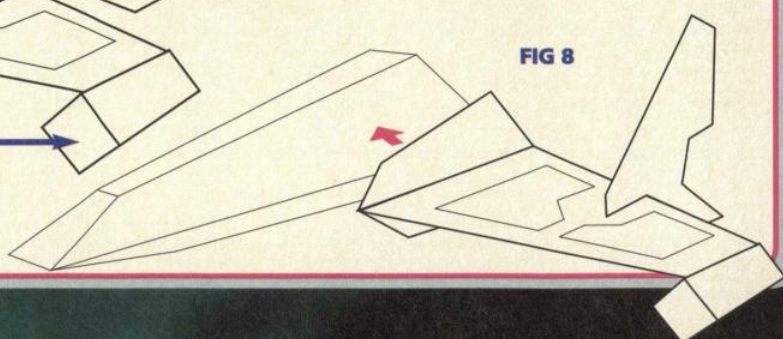
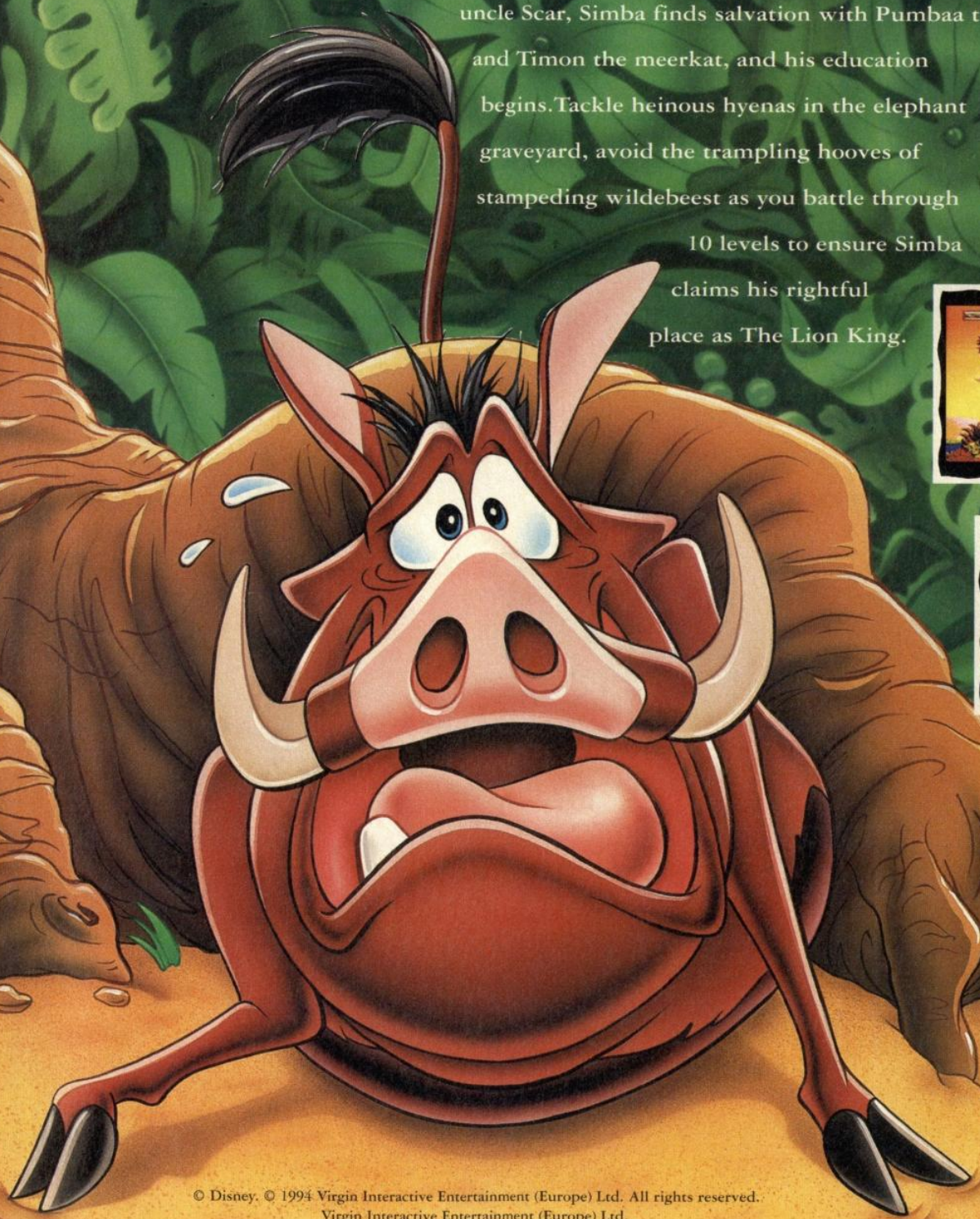


FIG 8

Disney's THE LION KING

**GAMEBOY
NOW AVAILABLE**

Disney's The Lion King brings to life the majesty and mystery of Africa through the tale of Simba, a lion cub faced with the challenging transition to maturity. Now in this video game you can be part of the adventure. Driven into the wilderness by his evil uncle Scar, Simba finds salvation with Pumbaa the warthog and Timon the meerkat, and his education begins. Tackle heinous hyenas in the elephant graveyard, avoid the trampling hooves of stampeding wildebeest as you battle through 10 levels to ensure Simba claims his rightful place as The Lion King.



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338A Ladbroke Grove London W10 5AH.



Disney
SOFTWARE

Nintendo

SUPER NINTENDO
GAMEBOY ADVANCE

MEGA DRIVE

SEGA
Master System

SEGA
GAME GEAR

GAME BOY

THEM PARK



This park, while not overly exciting, seems to offer a decent amount in the way of lovely shrubbery and gentle attractions.



Choose which attraction you want to use from this menu. Too many of the same kind will lead to a dissatisfied crowd.

They said it couldn't be done, but... (Who said it couldn't be done? - Josse) What? (Who said it couldn't be done? - Josse) No one. No one did. But it's just a trick I'm using to briefly and cleverly convey to the reader both a sense of excitement and an understanding that Bullfrog have, against the odds, squeezed a massive game into a Super NES. (Oh, right. Carry on then - Josse)



In only a couple of months, us lucky SNES players will be able to experience the unparalleled delights of a game from Bullfrog productions which has kept PC and Amiga owners quiet for a very long time now. The game is *Theme Park* and it's an unusual candidate for classic game status. After all, while everyone is going haywire over the blood 'n' guts thrills of games like *Doom* and it's many mimics, *Theme Park* ignores the shotguns and blood-letting to take the somewhat less exciting candyfloss and merry-go-round route to gaming heaven. But it works, and the most exciting news of all is that the very talented team involved has, arguably, made the SNES version the best one of all.

Sadly, Steve Metcalfe, the hugely talented programmer of *Theme Park* on the SNES was



struck down with flu on the day of our visit so instead we spoke to the equally handy and deliciously-named Andy Cakebread, a games tester, about the game.

To be honest though, Andy's a bit of a wibbler and to tell you everything he said would take up a rather large encyclopedia, so I'll just convey the facts.

Like the home computer versions there are 24 areas in which to build a park. These range in cost. A patch in Nigeria for example will only set you back £300,000 whereas a bit of turf in Japan is a hefty £20,000,000. It's not always best to head straight for the cheap areas though. After all, in Nigeria, there are less people per square mile and the few who do visit the park will only bring along a couple of quid. In contrast Japan is teeming with affluent people so you'll get a better turn out and make more money.

TEAM TALK — Mark Healey

Mark is the Graphics man. And a man of few words he is too. Very briefly then Mark, talk to us.

The task was a huge one, presumably you have wads of console experience, am I right?

This is the first console game I've ever done. I did a lot of C64 stuff in the past.

Oh. But everything we see is your doing?

A fair bit was taken from the PC version, but I also rendered a lot in 3D studio then drew over it. The problem was that we had limited colours and less memory. The rides are slightly smaller but the style has changed so you don't notice. This version is more cartoony. I think it suits it though.

(My god he's on a roll — Andy)

The new rides are all my doing and the shops look nicer now. In the PC version you could adjust and stretch the roller-coaster to your heart's content but that had to be cut-down on the SNES. What's more the...

Sorry readers, but having got him going he rambled on a further three hours about unfathomable arty things so I had to walk away.

Blimey, this park is well-sorted. The punters are arriving in droves and they won't be disappointed.



Creating a park couldn't be simpler. Below you can see one of the quick menus that are unique to the console versions of the game. Click on the item you want, then place it in the park.



The control icons are all on pop-up menus in this version and the joypad is actually quicker and easier to use than a mouse. It very soon becomes obvious that this game plays a lot more efficiently than the previous versions. And this isn't just down to the controls. Because consoles and console owners are very different

from computer gamers, and because of the prohibitive cost of the battery back up, it was decided to speed up the game. As a result, the tedious stocks and shares sections and the stock ordering parts of the game have been ditched. This removes the need for a save game also. This isn't just a ruthless strip down though. Bullfrog consciously heeded the feedback they got from players of the previous versions and came to understand that maybe the more fiddly business sections of the game were a bit tiresome. Now instead of playing on one theme park for days on end, the idea is to spend a good few hours building up a park to

THEME PARK



What's this then? Dunno, but all the graphics were re-done for this version.

TEAM TALK — Russell Shaw

And onto the often neglected, but massively important, area of in-game music. Take it away Russell.

What was the brief for *Theme Park* on the sound side?

On the music side we wanted it to be interactive. It's part of Bullfrog's thinking to make the music interactive. As the action changes so the music speeds up and slows down. Also when the music goes a bit wrong you know that all is not well in the park.

Was it an enjoyable project to work on?

The great thing about *Theme Park* is that we weren't limited to traditional fairground sounds. There are Rock And Roll themes, Pirate tunes, Cowboy music. I was able to explore all the different nuances of the various types of music. Furthermore I...

Oh dear me no. Much as I'd have liked to speak to Russell further, he said 'nuances' in a video games mag so I had to snub him.



For real japes, try removing a section of the go-kart track (top right) while the people are still going round. There'll be a big explosion and the punters disappear without trace. Ho, ho...

the point where you can auction it off at a profit. At this point you get a password containing all your money details and so on. This means you can then switch off and the next time you play you're already fully cashed up to take on the next area of your choice. If you're still in any doubt as to what all this

means, let me assure you that the end product is everything the other versions should have been. A string of moderately time-consuming challenges without all the banal stuff and waiting around for something to happen.



There are 30 rides in total, that's six more than in other versions. But not all the rides can be used in all of the areas. This is another unique aspect to the SNES version. Different areas have different characteristics. In sunny climes the people will wear shades, in cold areas it's hats. More importantly in cold places the land will be icy and as a result water rides are impossible. The end result is a much more varied game and one in which you have to crack at least ten different parks before you get to see all 30 rides.

You can still adjust everything such as prices, how much salt you put on your fries



(put more salt on and the punters get more thirsty so they buy more drinks, brilliant) and so on, and in this respect it's identical to other versions. However, in keeping with Nintendo's clean image the toilets, wandering thugs and vomiting visitors have been removed.

Staff can be a problem. You can hire mechanics and handymen to repair rides and clean up but often they'll actually skive off and eat their sandwiches so you have to keep an eye on them. Then there are the entertainers: Belly dancers, Snow Men, Clowns,



Jugglers. Watch these too because some are so bad they put people off so you'll need to identify these and sack them. This is the point to *Theme Park*. You constantly have to manage things or standards start slipping and people won't come. Each of the little punters will occasionally display a thought bubble to let you know what he/she wants (a burger or drink) or how they're feeling (a smiley face) so again you need to monitor them.



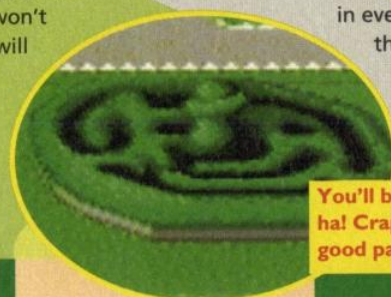
If it all proves a bit unchallenging for you (it's unlikely) you can also mess around with the four user-definable rides. These are the Water

Splash, Roller Coaster, Monorail and Go-Karts. Make them particularly twisty, bumpy or speedy and the little people will fly off and while they don't die, they will leave and spread the word that your park is crap. Another obstacle to overcome.

Oh, one more mention of the incredible attention to detail. Placing trees and other scenic bits around the rides actually makes them more popular. The punters like a nice view so careful landscaping will actually influence how good a time they had.

Anything else? Are we kidding? We've only just scratched the surface. To find out everything there is to know you'll have to come back for the review in the next issue, but

needless to say this is a massive game in every way and our opinion at this early stage is very much that Bullfrog have got a top class game on their hands.



You'll be a-mazed. Ha, ha! Crap pun, but a good park attraction.

T!

TEAM TALK — Peter Molyneux

Bullfrog's 'Big Cheese' and all round games genius isn't just a fat cat enjoying the fruits of everyone else's labour, oh no. For it was he who started the whole thing back in 1987 and he who came up with and wrote the early versions of Theme Park. This is us, talking to him.

Peter, it's not an obvious choice of subject matter for a video game. Where did the idea come from?

The idea came to me while I was at Disneyland. I went there on a quiet day and there were more staff wandering around than visitors and I wondered 'how the bloody hell do these places work?'

Was there much research involved in the project?

To research it I had to go on lots of rides at various theme parks in Europe, Japan and America, it was awful.

Actually it was good fun. I think I'll do a tropical pub simulator next.

And then wrote the game from scratch?

I spent a few months messing around with *Populous* graphics. Initially, the Bouncy Castle ride was just an old mud hut from *Populous*.

So this is the same old code you've been using for years, is it?

It's every person's dream to be able to re-use code. The reality is completely different. With *Power Monger* and *Populous* it was possible to an extent but the same wasn't true of *Theme Park*.

So how did it make it onto the SNES screen?

I first designed it on a PC. I'm not known for my diligence in sticking to memory restrictions and the poor old programmers had to squeeze it all onto a console. Amazingly though, they've done it.

And what next?

Theme Hospital is on the way. It'll be very unpleasant in places. You start off in the middle ages and have to cope with amputations and stuff like that.

Right well, the boss is quite clearly mad, so let's move on.

TEAM TALK — Mark Webley

Mark is head of conversions and producer all at the same time. What's more, he seems more than a bit chuffed with this latest creation.

How tough was it getting the huge and throbbing Theme Park into the petite little Super NES then, eh?

The main difficulty was getting what is essentially a 4Mbyte game into 128K of RAM and an 8Mbit cart. Should we have tinier people? Should we

animate the rides? On the PC, the rides alone took up a 1Mbyte.

But manage it you did. Presumably a lot of the legwork had already been done in other version though?

We spent a lot of effort getting the balance of how long each park should be played for right. As a result the SNES game is entirely re-written.

There's no old code so we've recreated something like three man years of work.

You little trooper, you? Ten out of ten for effort. What about marks out of ten for the end result.

It's the best console version we've done. More than that, I think it's the best version of *Theme Park*.

Blimey, how come?

It's stronger than the PC version because more balancing has gone on. All the niggles that have come to light regarding the PC version have been sorted out for this version.

Right, well, let's hope your efforts translate into monstrous sales. Good day to you sir.

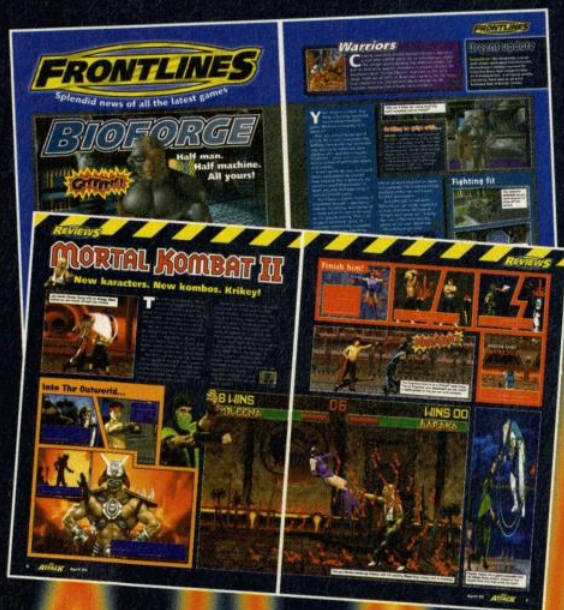
Don't forget nice scenery and shops. Not every visitor wants hair-raising rides you know.

Oooh, that looks a bit scary. Once all the basics are in, start developing new rides so that your park stays on the cutting edge of fun.

Water rides are always a winner. However, if this park was in a cold climate, you wouldn't be able to use this ride. It'd freeze you see.

Here our fat-faced chum enjoys his ride. These rendered images don't appear in the game, but who cares?

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The **TOTAL!** review crew

The best of order please ladies and gentlemen. Quieten down now. Please comb your hair, lick your lips and adjust your pants as we welcome on stage the most talented reviewers in the world. Erm, these three idiots...



ANDY

'I've spent the whole month trying to crack the brilliantly difficult *Super Turrigan 2*. In fact it's so good that I took it home and pretended to be sick for a few

days. Well who's going to fire me? I'm the Editor!'

ATKO

'I love *Putty Squad* so much that I'm going to take it to Las Vegas in a couple of months and marry it in one of those drive-in wedding chapels. Hang on a minute, what will my girlfriend say? Decisions, decisions.



JOSSE

'What a month! I'm so close to finishing *Addams Family Values* that there's a good chance I may wet myself. I've never fished an RPG in my life.



Super NES

PUTTY SQUAD 32



The surprise smash of '95 or just another platformer? Find out on page 32.

MEGA MAN X 2 36

The sequel to last years corkingly good platform shoot-'em-up arrives at last.



SPIDERMAN 40



...does whatever a spider can, apart from getting stuck in the bath!

BOOGERMAN 42

...does whatever a booger can, erm, or something. Check out Atko's bonkers review.



OPERATION STARFISH 45



Has James Pond's license to thrill expired after all these years? Place your bets now.

SUPER TURRICAN 2 46

High-octane, blast-mongous action in the sequel to that classic '80s shoot-'em-up.



ADDAMS FAMILY VALUES 48



They're spooky and they're kooky, their private parts are droopy. Or so we've heard.

THE FLINTSTONES 51

They may be the modern Stone Age family but that's no excuse for this prehistoric feeling game.



WARLOCK 52



Another well-timed release tied in perfectly with the film's 1988 premiere.

MR TUFF 2 55

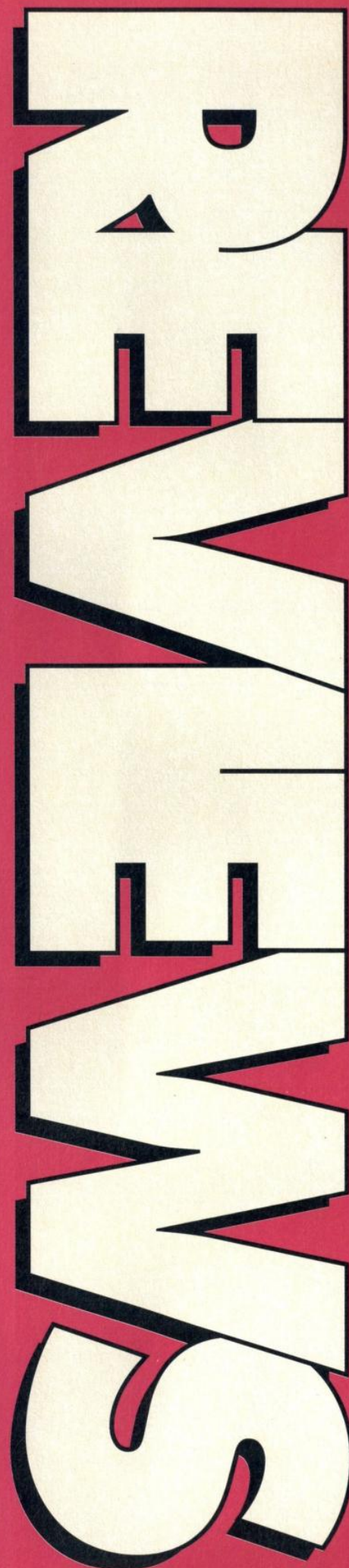
He's as tough as our Atko in his pink feather boa days, and almost as tiresome.



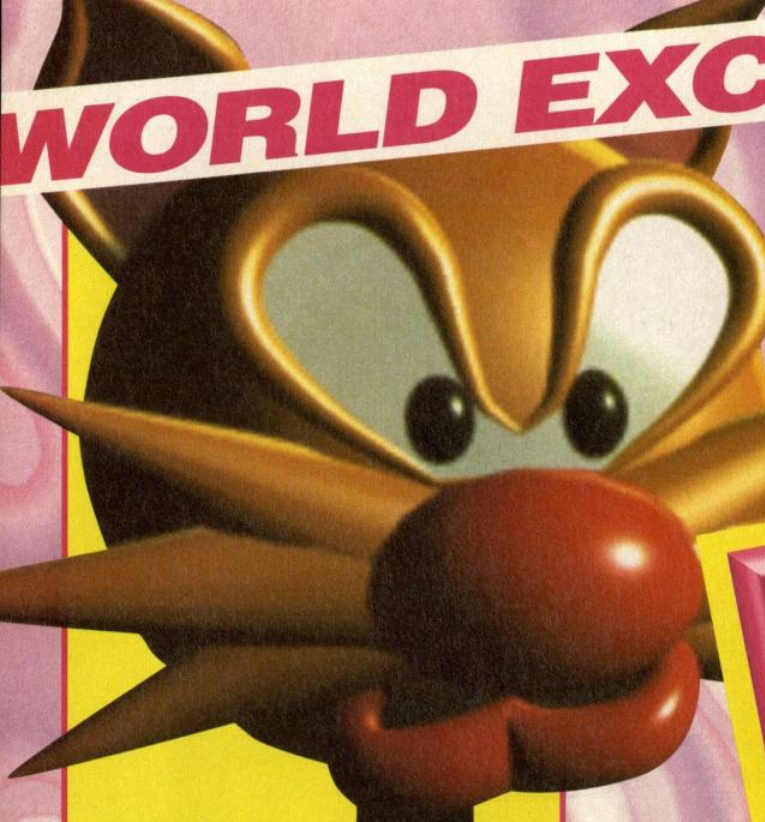
DIRT RACER FX 56



Are we seeing the successor to the legendary *Stunt Race FX*? The verdict's on page 56.



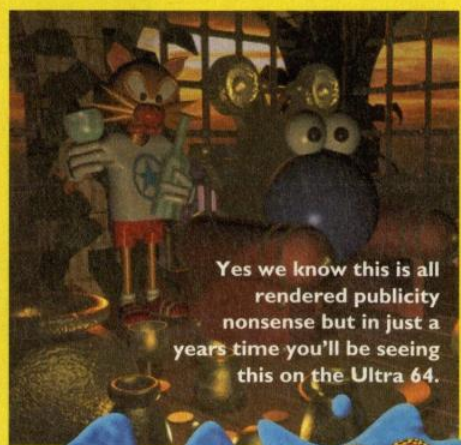
WORLD EXCLUSIVE!



PUTTY SQUAD



TOTAL!
SNES REVIEW
EXCLUSIVE



Yes we know this is all rendered publicity nonsense but in just a years time you'll be seeing this on the Ultra 64.

PUTTY SQUAD

STARS IN THEIR EYES

Unlike the majority of platformers, the coins, rings or, in this case, stars are not in the game just to conform to platform convention and basically mimic Mario. There's none of this collect 100 and get a measly extra life nonsense. These stars enhance Putty's combat abilities. If you're gonna crack this baby you'd better start collecting. Here's what they give you:

10 STARS

Collect 10 stars for a Super Punch giving you four times your normal punch power.



20 STARS

Collect 20 stars and you'll receive a Blow Pipe which fires a groovy putty dart.



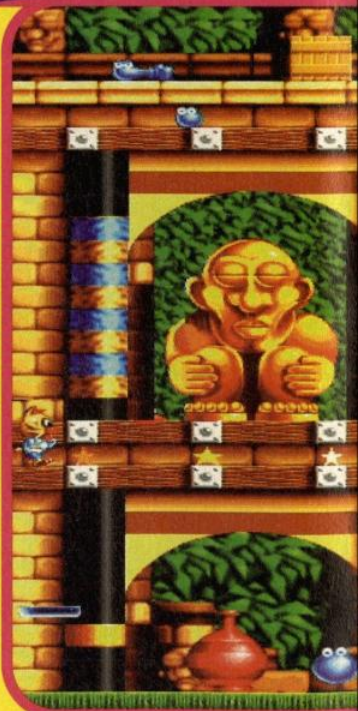
30 STARS

Collect 30 stars for an electric cattle prod.

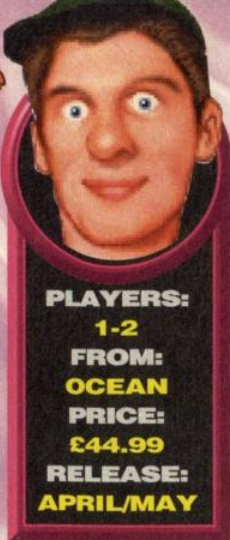


40 STARS

Collect 40 stars and you'll become Terminator putty.



This pic is reminiscent of Dickensian London street life, I find... apart from the game characters and the balloon.



PLAYERS:
1-2
FROM:
OCEAN
PRICE:
£44.99
RELEASE:
APRIL/MAY

'Any game that features security chickens, terminator carrots, World War II bees, dentures and uncle Ted is an essential purchase in our book or in fact our mag.'



Hang on a minute. Isn't that level almost a direct rip-off from The James Pond II, RoboCod?

with a few flashy add-ons. At first glance that is. Once you get through a few levels and master the controls, the ability to stretch, bounce, melt, absorb, punch, inflate, mould and wriggle which you initially assumed to be just charming novelties take on massive strategic importance.

Graphically there can be no argument, this is stunning. The sprites have that rendered quality which, although inferior, isn't a million miles away from Donkey Kong Country. They move smoothly and, particularly when morphing, display some of the best animation yet seen on the SNES. Add to this the depth-of-field produced

PUTTY SQUAD



SQUADS
Gorgeous graphics, brilliant gameplay and toe-tappin'-tastic tunes



Way back in issue 33 we reviewed a platformer called *Super Putty* which was hugely entertaining but a little clumsy and subsequently received the mediocre score of 80%. A year and half later and the sequel is upon us with no fanfare, little hype and virtually no previous coverage. *Putty Squad* simply arrived in the office unannounced, made it's excuses for having no invitation and proceeded to be the life and soul of the party that is TOTAL! 41. Yes we're talking about a genuine surprise hit of a game. A rarity these days.

Anyway, onto that age-old convention which is the plot summary. Since the last battle between the Putty People and the Wizard Scatterfish the United Nations has received blurred photographs showing Putty POW's in the hands of Wizard forces. A special hit squad called, unsurprisingly, *Putty Squad* has been assigned to rescue these unfortunates.

Putty Squad is set out over a whopping 55 levels each of which contain missing Red Puttys who must be rescued in order to progress. To all intents and purposes this is a regular platformer

ANDY SAYS...

This is a great improvement on the original *Super Putty* and much, much bigger. As an alternative I suppose you could consider *Jelly Boy* but it isn't anywhere near as engrossing or amusing. If you're after puzzley/strategic games how about either *Cannon Fodder* or *Lemmings 2*?



PUTTY SQUAD

ES STARS MIA USE
8 02 0 00000



In this special stage the town is made of solid gold. Imagine the rent costs!



These backgrounds are gorgeous. There's life in the old 16-bits yet.



PLDS
It can be a bit repetitive and is very difficult towards the end

Collect 30 stars for an electric cattle prod type arrangement sort of thing. It's rather jolly!

that ruined *Stunt Race FX*.

What you still need persuading?

Okay for those of you familiar with the original do you remember that old hillbilly geezer uncle Ted the dreaded organist? Well he's back and he's got himself a mixing desk. This time he's into rap in a big way. Just watching all the baddies dance to his terrible scratch and mix efforts is worth the price of this great cart alone.

JOSSE SAYS...

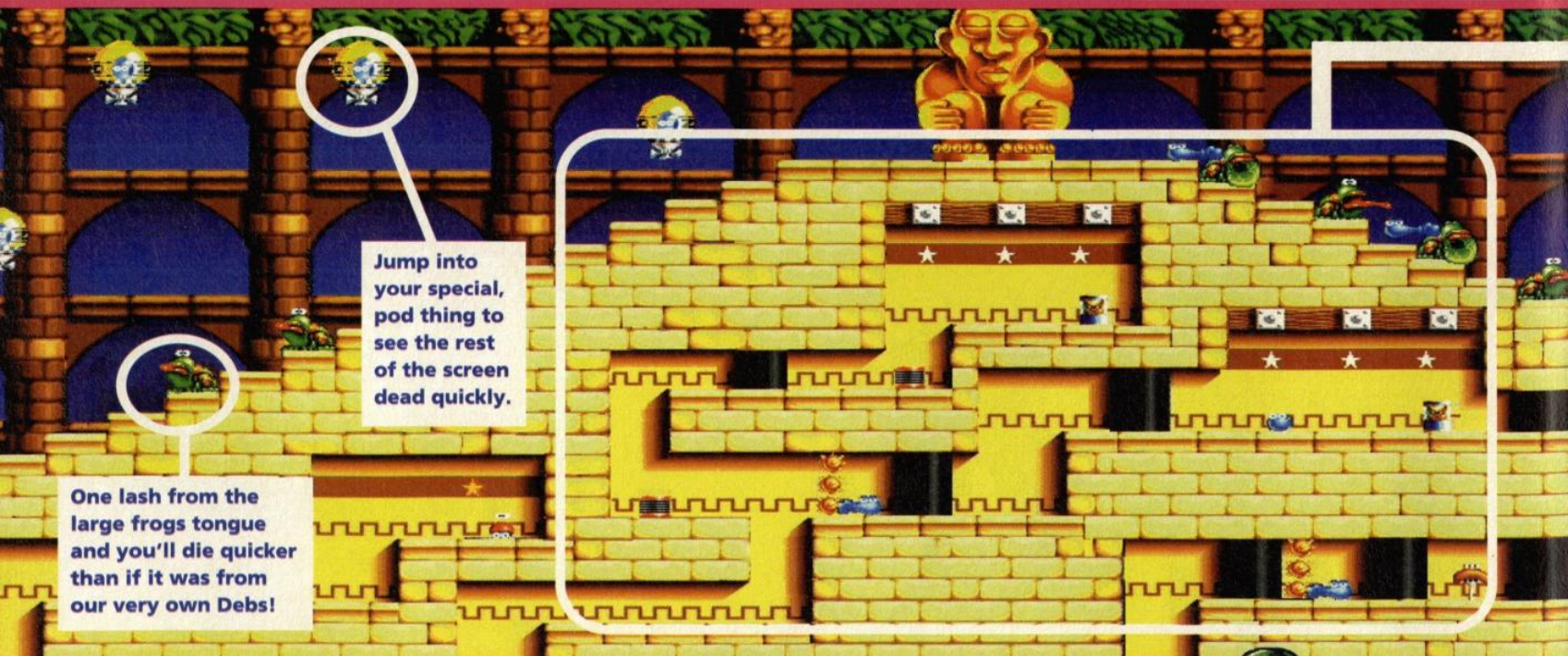
As a platformer this is certainly the year's best effort yet. As a two-player game it's a little bit ropey but then who am I to talk when I am in fact the king of ropeyness, George Roper! An alternative ropey choice would be *The George And Mildred Collection* available on video now!



Two-player mode doesn't suffer from slow-down but you just can't see enough around you. Huff puff!

So what makes *Putty Squad* so special then? Well it's hard to pinpoint one single element or idea, the whole game just seems to gel together really well. It's packed full of great ideas, sheer stupidity and original gameplay. Any game that features security chickens, terminator carrots, World War II bees, dentures and uncle Ted is an essential purchase in our book or in fact our mag. It's bonkers and it makes us laugh okay? Just go and buy it! **ATKO**

T!



Jump into your special, pod thing to see the rest of the screen dead quickly.

One lash from the large frogs tongue and you'll die quicker than if it was from our very own Debs!



TOTAL! TACTIX BOUNCY CAT!

When you need to get up to those hard-to-reach platforms and you haven't got enough health to inflate yourself, look out for Dweezil the cat. If you punch him, he'll fall down dazed and you can use his belly as a trampoline in order to bounce skywards.



Left: The knees on this robot sprite have been modelled on our Debs. True story!



The intro screen drops you into your chosen environment and splats you against the camera.

GRAPHICS

Slick rendered sprites, detailed backgrounds and variety to satisfy the most hardened platform cynic.

9

SOUNDS

A well funky rave soundtrack which just gets boppier you progress, aided by some very funny effects.

9

GAMEPLAY

It takes a while to master the myriad controls but once mastered, it's a joy to play.

9

LIFESPAN

With 55 levels and a two-player split-screen mode, this'll last longer than a long-running soap.

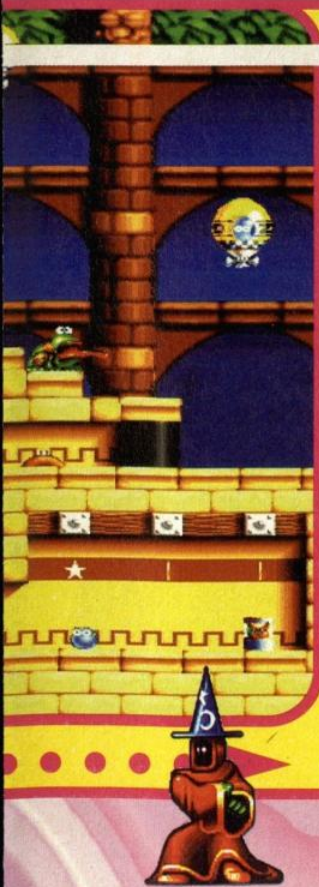
9

TOTAL! JUDGEMENT

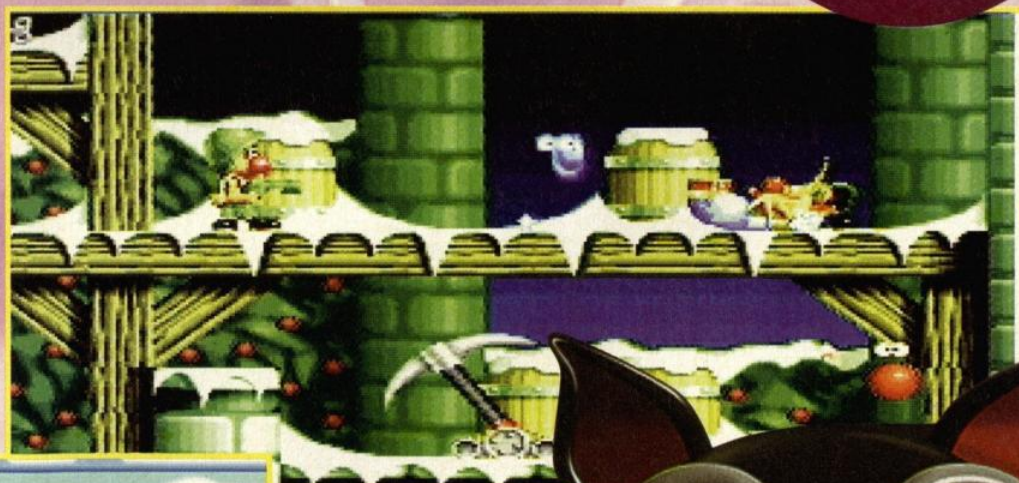
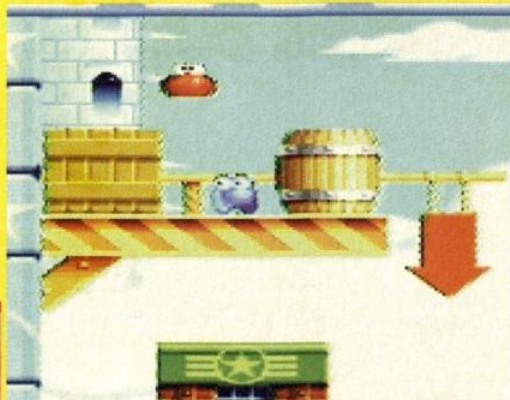
'An imaginative and atmospheric strategic platformer. It'll make you laugh, it'll make you rant, it'll make you drop your underpants. Get it. It's different!'

TOTAL!
SCORE

90



This our Art Editor's interpretation of Level 1. The section inside the rectangle is not entirely accurate. So there!



It all looks very like DKC. If only the sprites were bigger.

Left: The red blob on the left is one of the POW's. Press down to absorb him and he's free. Aahh.

MEGA MAN 2

TOTAL!
SNES REVIEW



This is the first, and rather large, Boss that you'll meet. He's not as fearsome as he looks. Just shoot his head a lot and he explodes.



PLAYERS:
1
FROM:
CAPCOM
PRICE:
£50-60
RELEASE:
OUT NOW

'You'd have thought that by now Mega Man would be perfect. It's like they've taken an old black and white movie, coloured it and re-released it as an entirely new product.'

This bloke's been knocking around for donkey's years. And he's super-popular too. In fact, I remember hearing about how great the Mega Man games were about three years ago so I had a go on the original NES game and thought it was a bit lame. But that was then and obviously the developers have, well, developed the idea with each successive title and made it practically perfect. You'd have thought so, wouldn't you? But they haven't. It's sort of like they've taken an old black and white movie, coloured it and re-released it as an entirely new product.

If you're not familiar with the games, they're basically platformers with shooty bits in and they all follow the same formula. You choose your level at the start, each one being based around a



This is a mid-level Boss. Shoot him and a funny creature comes out of his head. Yuk!



Naturally, in any tournament stuff happens and this is just the screen to keep you up to date. And that.

MADE TO MEASURE

Occasionally, a bit of extra weaponry is required. Fortunately some berk has left a huge armoured robot suit lying around for Mega Man to use.

1

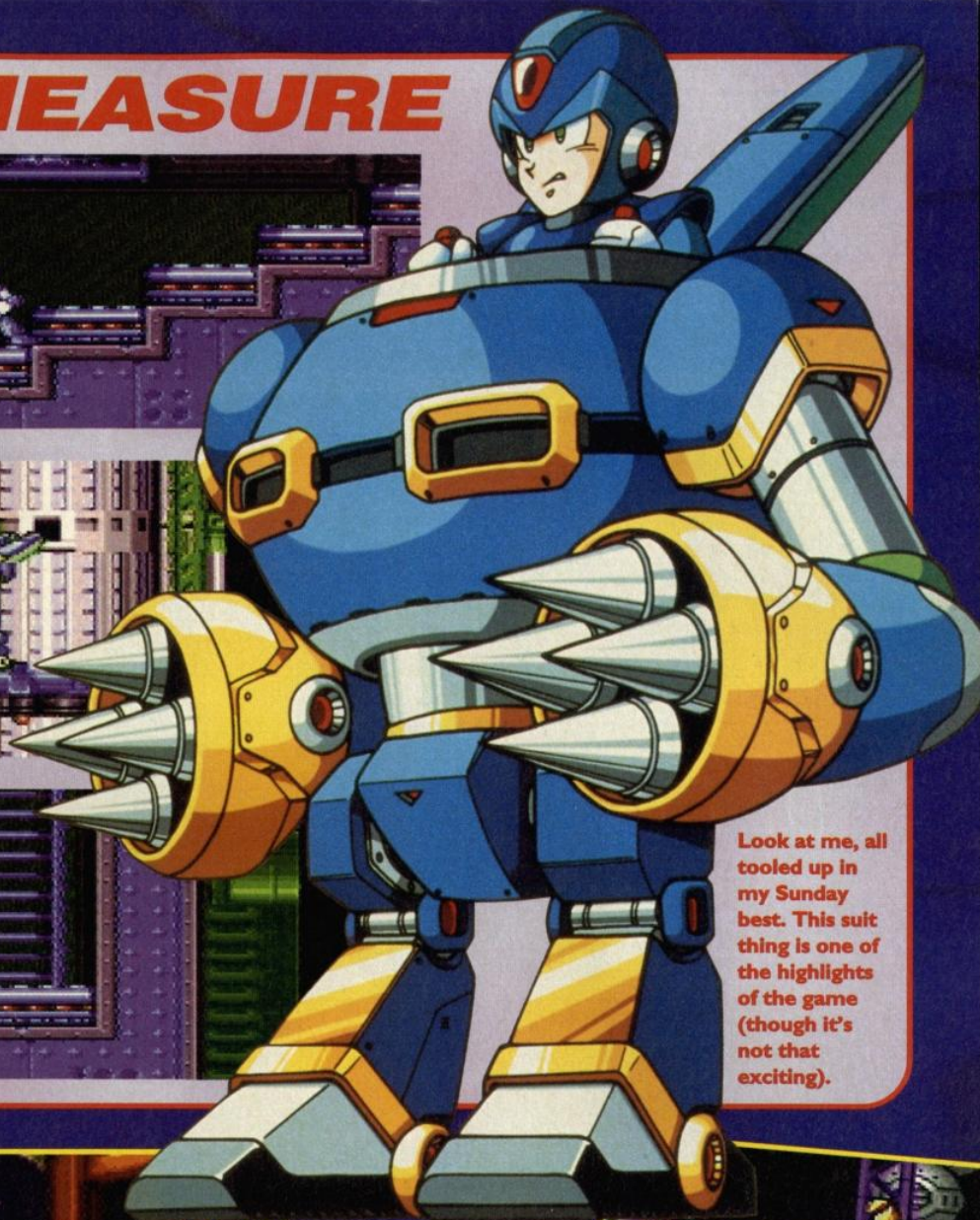
Hurrah, here's the suit, all I need to do is jump inside and stomp through the rest of the level. I am invincible.

2

Ha, ha! Your mighty suits don't scare me, for I too have one, and frankly, I'm a lot better at using mine.

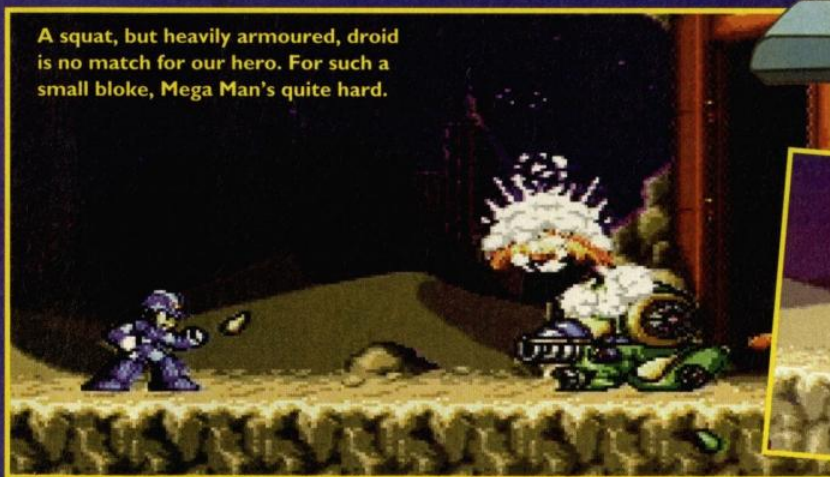
3

Oh dear. I've come to a dead end, or at least it's a dead end as far as this lumbering great hunk of metal goes. I'll have to jump out and proceed on foot.

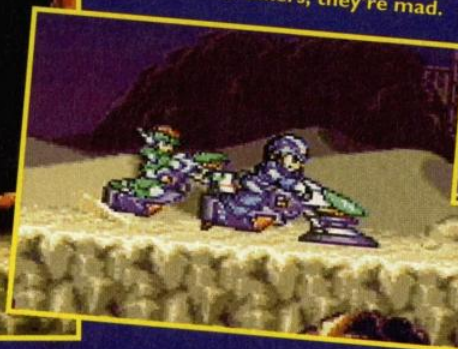


Look at me, all tooled up in my Sunday best. This suit thing is one of the highlights of the game (though it's not that exciting).

A squat, but heavily armoured, droid is no match for our hero. For such a small bloke, Mega Man's quite hard.



Get on your bike, but watch out for the other bikers, they're mad.



This is that first Boss again, or his foot at least. This just shows you how big he is.

very specific Boss, then you get through the level, defeat the Boss, get a power-up as a reward then go back to the menu to make another choice.

Some levels are huge, some are small, but all are nice to look at and very challenging. The trouble is, the gameplay is all very repetitive. You get a new weapon after each Boss is defeated, but one weapon is much the same as the next and within each level, there's not much scope for actual brainwork. I'm not saying I would have wanted the platform equivalent of a chess match but maybe even the odd hidden key to open a problematically locked door would have been

handy. As it is the whole thing revolves around jumping, shooting and gradually edging through the level. Sometimes some fairly intricate jumping manoeuvres need to be worked out to get through a particular section but that's about it.

Speaking of jumping, maybe this is the quirky aspect of the game which endeared the series to so many people, but it's a bit wrong. *Mega Man* is not uncontrollable. In fact there's nothing very specific you can criticise about it, but it's wrong. There's a slight clumsiness or awkwardness about the way he jumps and this prevents the game flowing properly. All the *Mega Man* games are the

MEGAS
Looks good and plays just as well as all the other versions

JOSSE SAYS...

I like the *Mega Man* games and this is more of the same, which is no bad thing. If you've never played a *Mega Man* game you could do worse than to check this out. If you have, however, think carefully before parting with your cash – it isn't dramatically different to the previous games.



MEGA MAN X2



That dome thing kills so leap over this thing then shoot it up the rear end.

same and while it arses me off a treat, it obviously doesn't have the same effect on everyone judging by the games popularity.

And finally, before I completely shoot my rather negative bolt, there's the special souped-up graphics in *Mega Man X2*. By all accounts there's a special chip inside so the visuals are something out of the ordinary. Now I'm sorry

Wahay! I love this suit so much I thought I'd show you it again. So, er, here it is. Lovely eh?

SMEGAS
A bit awkward to control and still exactly the same format

to wazz on your parade but they're not. It looks fairly great, but we've seen plenty of games that are just as nice, if not more so.

Quite what the chip is doing I don't know. Regardless, if one of the reasons you're interested in the game is this special gadget, then forget it, because as far as everyone here can see, it does nothing to enhance the game.

I don't want to keep repeating myself, but to conclude, this really is just like all the other *Mega Man* games and, yes, I know a lot of people out there adore the series but I do find it frustrating that the developers couldn't aim just a little bit higher this time around. I for one won't be looking forward to the next game with any degree of relish.

ANDY

T!



You have to shoot and destroy these things quickly or they start firing lasers at you.

TOTAL! TACTIX THE BOSSES

While the levels in *Mega Man X2* are fairly straightforward, it's the Bosses that provide most of the challenge.

So to help you on your way, should you decide to buy the game, here are a few useful pointers on how to defeat four of the bad guys.



STAGE: Robot Junkyard BOSS: Morph Moth

The moth starts off as a sort of metallic spider on a web. As he swings from side to side it's fairly easy to get a lot of hits on him. When he starts spraying out junk, leap up the walls. Dunno what to do next though, I was too crap to see the blighter transform into a proper moth.



STAGE: Desert Base BOSS: Overdrive Ostrich



This bloke's every bit as disturbing as Rod Hull's anally-controlled bird and probably more so. The trick is to use the ground level to your advantage. When he runs, the ostrich gets his head down so always make sure you head for the higher ground so that you can jump over him easily.

ATKO SAYS...

If you're sick off all this Mega Man nonsense, I'd like to recommend a couple of other titles. *Super Turrican*, reviewed on page 46, is a right old hoot but if you can wait a little while, *Hagane* is just around the corner and that looks like it's going to be a corker.



Get on your bike again. Go on, it's a right laugh.

Here you have to hang on the thin bit of wall. The machine follows you. As it shoots towards you leap out of the way and that tunnel wall will be opened.

Hurry Mega Man. That lava is rising fast and it'll burn your butt. Ouch!

Here are all the levels and their respective bosses displayed. Hurrah!



GRAPHICS

Very nice indeed. One of the better looking games around. But don't think it's a breakthrough... it's not.

8

SOUNDS

Jolly, quirky and zany sounds which keep things jollying along for five minutes then simply annoy you.

7

GAMEPLAY

Same as it ever was. This is the same as every other Mega Man game that has ever been coded.

6

LIFESPAN

It's very hard indeed. Mega Man fans will, it's guaranteed, love it and get lots of playing time from it.

8

TOTAL! JUDGEMENT

'Like Stonehenge, it's okay for an occasional visit but it's remained unchanged since it was first created. A bit more thought next time, eh chaps?'

TOTAL! SCORE

75

STAGE: Deep Sea Base

BOSS: Bubble Crab

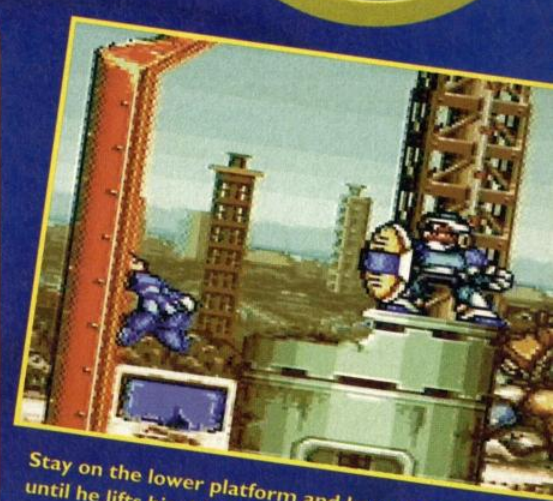
Crabs are unpleasant at the best of times but in this game they're armoured. Yikes! Still, just remember there's nothing to be embarrassed about and all you need to do is avoid the crab while he's inside his bubble, then, when he's exposed, generously apply your laser fire to him. A few applications and you'll have no more trouble from our pincered friend.



STAGE: Dinosaur Tank

BOSS: Wheel Gator

Possibly the most worrying of the Bosses, Wheel Gator, stays below the surface of the red liquid that fills the lower portion of the screen. What you need to do is cling to one of the walls, then when the spinning blade gets close jump off the wall then straight back on. Stay up the top then when Gator shows himself, jump right, turn around and shoot the hell out of him.



Stay on the lower platform and keep firing until he lifts his shield. It's as simple as that.

A more ludicrously garbed bunch of no-hopers you couldn't wish to find. Unless you visit TOTAL!

Left: Spidey climbs a wall as is his wont. Below: Spidey stares out a bloke.



SPIDERMAN



Left and above: Spidey swings on a thread of his own snot then squats down for a much needed poop.



PLAYERS: 1
FROM: ACCLAIM
PRICE: £44.99
RELEASE: OUT NOW

'There are 17 bad guys in all, ranging from the ever-popular Doc Octopus™ to the less renowned Alistair Smythe™.'

Potentially it's the greatest comic book video game to date. In reality it sucks like the world's biggest Hoover™. Once again all those comic buying anoraks stand outside their local gamestore drooling in the anticipation of being able to, quite literally, do whatever a spider can. And with this cart they'll be able to do just that. But after a few minutes

play they'll discover that being a spider isn't all it's cracked up to be and will soon be praying, 'Somebody turn on the taps and flush me down the plughole, please!'

On paper, *Spiderman* looks great. Spidey has all the abilities displayed in the classic comic books. There is also a mountain

of bad guys to battle along the way. There are 17 bad guys in all, ranging from the ever-popular Do Octopus™ to the less renowned Saltier Smithy™. What's more you can also, at various points, pick up each of the members of the Fantastic Four and call upon their help at which point you control them instead of Spidey. And finally, the adven-



Defeating Doctor Octopus



1 First thing you need to do is get up top and press this switch. Quickly now.



2 Now that the big laser is switched on, leap down to the left of the thing.



3 Stare at Doctor Octopus (or Doc Ock as he's now called).



4 Jump over him and get slapped in the back by his tentacular might.



5 Remain staring at the wall until he's given you another one from behind.



6 Run away and hide on a platform in the hope that your foe will get bored.



Left: The Lizard is a worthy opponent despite his crap coat. Below: Spidey stands on something odd.



AN

JOSSE SAYS...

God almighty! How long do we have to wait for a decent committable licence? Quite a bit longer it seems. By far the best bet is to go for something like *Earthworm Jim* instead. As far as whips jumpy platform action goes it's about as good as it gets.



It's time for our 'Spot Spidey' compo. Can you see our webby friend?

PLEBS
Plays slowly, awkwardly and is curiously fun-free

ture is played across six huge levels which are littered with hazards. It sounds spoofing.

As with all comic book licences though, it plays like a turkey. Spidey himself isn't overly controllable. The pace is, at best, pedestrian. And the challenges within the levels are not only badly structured with some bits teeming with action and other bits empty, but there's also far too much unnecessary toing and froing.

Quite why the wealth of creative possibilities within comics has still to be untapped is a mystery, but I beg of you, even if you're a huge Spattering fan, don't do it. **ANDY**

T!

'Psst! Spidey, I went fishing the other day and caught a haddock that was this big.'



TOTAL! TACTIX

FRIED SPIDEY!

Because of the awkward controls these electrical balls can be a real pain. Here's how to avoid them.



Here we see Spidey dying a horrible death because he tried to sprint across. No time for that I'm afraid.



Wait until the balls are about to stop going '!' then jump over the first ball. You have to get the timing right.



By the time you hit the floor the balls should have retracted, jump again so that when they pop out again you'll be over the second one.

GRAPHICS

Very colourful, and varied, but for some reason, none of it looks particularly dramatic.

8

SOUNDS

Fine, but that's all. Appalling tune at the beginning and merely adequate sound effects.

6

GAMEPLAY

Not a disaster but it's entirely uninspiring and captures none of the comic book heroism.

6

LIFESPAN

It's very challenging, but it's one of those games that'll bore you into submission.

7

TOTAL! JUDGEMENT

'Quite why there's never been a decent comic book game is beyond me. Anyway, this one's not going to change anything. Bland.'

**TOTAL!
SCORE**

53

BOOGIE

By the miracle of computers, we've spliced together both sections of the Boogerman intro, and both these guys are you. Spooky.

TOTAL! SNES REVIEW EXCLUSIVE



PLAYERS:
1
FROM:
INTERPLAY
PRICE:
£54.99
RELEASE:
APRIL/MAY

'The capering hero of unsavoury weapons, gleaned from the juices of his gob, schnoz and the gas from his rump, never failed to get a laugh from passers by in the office.'

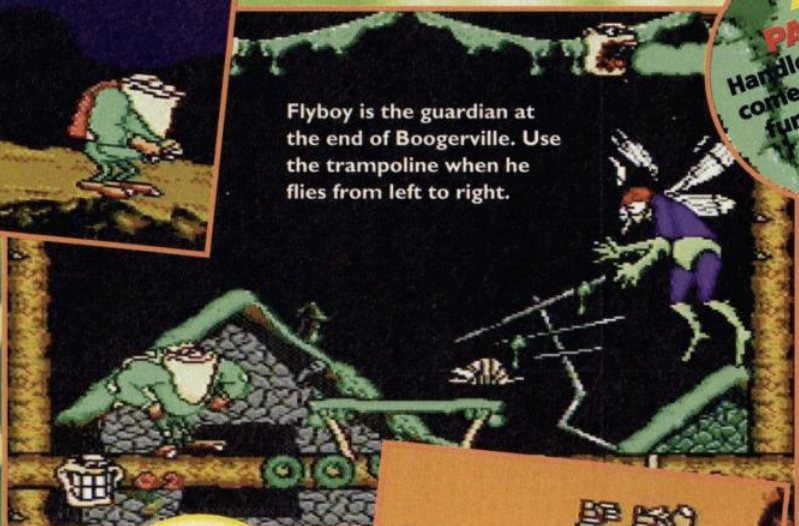


These boss-eyed buggers explode at will. So don't get too close, will you?

Flicking a good greeny is the best way to attack any villain. Farcs are a bit too watery.

Flyboy is the guardian at the end of Boogerville. Use the trampoline when he flies from left to right.

PARPS
Handles well and comes with truly funny attacks



ANDY SAYS...

Oh, it's just not *Earthworm Jim*, is it? It's all very amusing the first couple of times, but the linear thread to each level just causes it to become very tedious, very quickly. There should have been more room made for exploring each disgustingly lovely area. Snot fair.

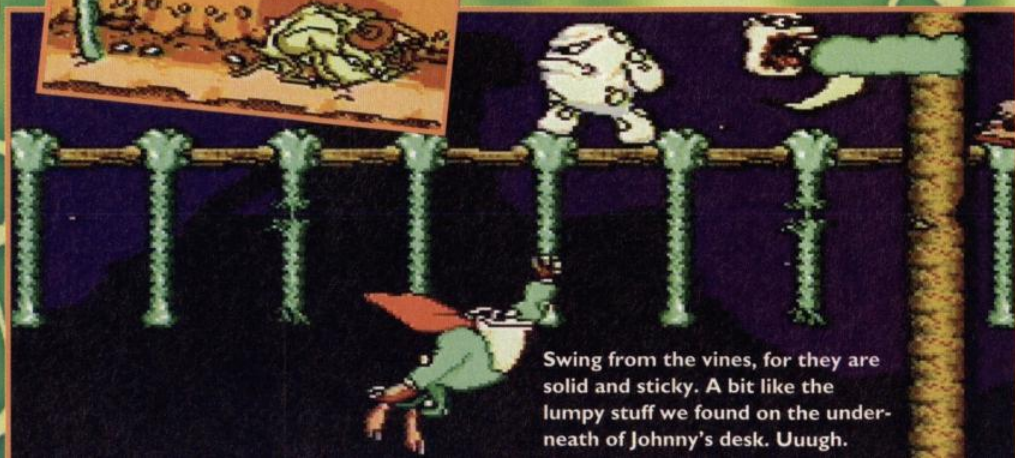


All the juicy, viscous, sphincter-tightening monstrosities that you see slinking around the screenshots on these pages are the work of one Professor

Stinkbaum. He's had his sleeves well and truly rolled up, Jimmy Herriot style, and been prodding around in pollution, transexisting it into dimension x cremment. Apparently. You play Snotty Ragsdale, who has been investigating the evil Shankster, and one night you don the tights of Boogerman, and enter the realm of x cremment.

So, what we've actually got here is a run-of-the-mill, one-track, one-paced platformer with stapled on quirky weirdness.

The nose-evacuating action takes place over a variety of pensioner-repulsing levels, with such delicate names as Flatulent Swamps and Mucous Mountains. Disappointingly, these show no ground-breaking ideas in their design, in fact it's a real case of walking in one direction acquiring the odd power-up. Even the level guardians have distressingly similar attack patterns which can be learned and mastered too quickly.



Swing from the vines, for they are solid and sticky. A bit like the lumpy stuff we found on the underneath of Johnny's desk. Uuugh.

BOOGERMAN



Leave Boogie standing still and sure enough he'll explore the recesses of his nostrils.

It doesn't even look that impressive (nothing visually sets it that much above the Mega Drive version), and the back-grounds, although dripping with grossness, tend to look unnecessarily 'samey'. But the animation of the sprites is lovely, and certainly a lot nicer to look at than, say, Coventry.

Boogerman is undoubtedly a game peppered with humour though, and the lime-clad main character himself responds well. The capering hero of unsavoury weapons, gleaned from the juices of his gob, schnoz and the gas from his rump, never failed to get a laugh from passers-by in the office. The power-ups you collect allow you to build up the variety of attacks, so flicking bogies temporarily becomes gobbing a mouthful of jowl sap, and mere mortal farts turn into flaming intestinal jets. Oh, and many of the enemies can be killed by the simple effort of leaping on their heads (no surprise there then). But it's not that bad really – just not remarkably good.

ATKO

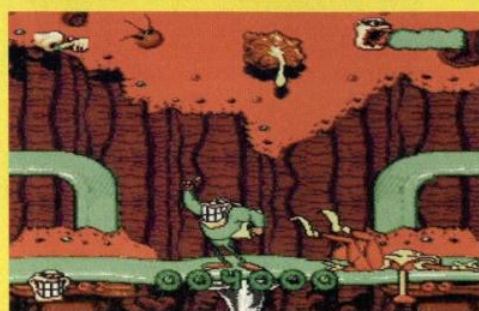
T!

Boogerman's expressions are great. Here he examines the original plaster cast of Josse Bilson's nose, and is nearly lost forever in the attempt.

TOTAL! TACTIX



After picking and trumpping your way through the second level – The Pits – you meet up with the pug ugly Revolta, a pig and no mistake. Stay on the raised



sections to the left and right, flicking bogies at her (one between each of her attacks). Jump to the other platform as she attempts her pole vaulting assault, and just hop over her head attack.



GRAPHICS

A very limited colour palette and similar levels, but Boogerman leaps about like a true hero.

5

SOUNDS

All the gaseous rumbles you could ever want from a game. Pump up the volume, that's what we say.

7

GAMEPLAY

It controls smoothly enough, and plays like every other type of platform game. Suitable for beginners.

7

LIFESPAN

I reckon the more adept games-players amongst us will have mastered this very quickly.

7

TOTAL! JUDGEMENT

'It's offensive and inoffensive at the same time, but it plays well enough and is a bit of a giggle, which is always a good thing.'

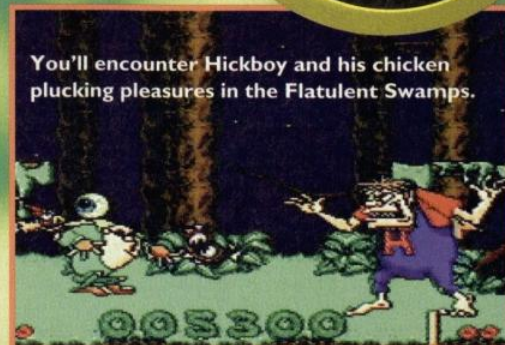
TOTAL! SCORE

74

These loo-cum-changing booths provide the save points during the levels. Jump on their roofs to activate them.



You'll encounter Hickboy and his chicken plucking pleasures in the Flatulent Swamps.



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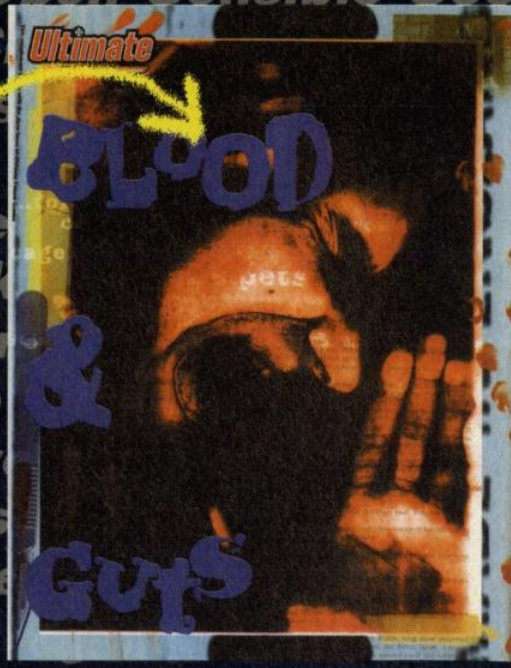
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Three guesses what the springy shoes allow you to do. That's right – eat your tea faster. Er...

Did I forget to mention the password system? It truly is the password system from hell. Don't say I didn't warn you.



JAMES POND

OPERATION STARFISH



PLAYERS: 1
FROM: US GOLD
PRICE: £44.99
RELEASE: OUT NOW

'You can't knock old-fashioned playability and *Starfish* has a fair healthy wedge of it.'

Operation *Starfish* was released on the Amiga ages ago, and it was a typical example of Amiga platformers then in as much as it mercilessly stole from two console classics, taking *Sonic*'s speed and slopes, and things from *Mario* like its bonus blocks and map concept. So why is it being released on the SNES?

WHALES
There's over 100 levels, and it's challenging too

And why has it taken so long? We shall never know. What is much easier to ascertain is that *Operation Starfish* looks and feels its age. It's a creaky old, stick-wielding, hands-wobbling

pensioner of a game when compared to fresh young pups like *Earthworm Jim*.

But we shouldn't write this off this easily, because you can't knock old-fashioned playability and *Starfish* has a fair healthy wedge of it. Apart

JOSSE SAYS...

Blimey, I remember playing this down t'pit when I were a lad... (Stop it – Atko.) No, really, after *DKC* and *Earthworm Jim* how can we be expected to fall for this?

You can almost smell the mustiness when you switch the game on. It's big and hard, but it's not clever.



Pond can even walk upside-down. Anti-grav boots, y'see.

TOTAL!
SNES REVIEW

from the routine platform jumping action, Pond can make use of clever gadgets, and it's these that give it extra oomph. Umbrellas allow you to float and jump further distances; guns can be collected and loaded with silly projectiles; and there's even a little helper – Fillius the Frog – who, after being rescued, can be controlled to get to areas that Pond himself can't reach.

Sadly, one of *Starfish*'s cribbed elements that doesn't quite work is the speed at which you're able to run, à la *Sonic*. Whereas in *Sonic* you could build up a fair pace, fairly confident that you weren't running headlong into disaster, *Starfish* continually sets you up for a fall. There's nothing like hammering down a slope with the wind in your gills, only to be stopped in your tracks just when things start getting exciting.

I'm not sure who's likely to buy this game. It won't romance anyone with its graphics, that's for sure, and I can't help feeling that there aren't many SNES owners around who are willing to buy conversions of old Mega Drive games anyway. **ATKO**

T!

WAILS
The same old graphics as the Mega Drive version



GRAPHICS

Let's face it, *Starfish*'s visuals should have improved since the Mega Drive. They haven't.

7

SOUNDS

Plink, plonk, dink, donk music. Snoooooooooze... Funny 'Good Luck Pond!!', speech, though.

6

GAMEPLAY

Old-fashioned platform material, just like your mother used to make.

7

LIFESPAN

Over 100 levels bodes well for extensive play. And it's pleasantly challenging, too.

8

TOTAL! JUDGEMENT

'It's bigger than most platformers, and although eligible for a bus pass and meals on wheels, its heart's in the right place.'

TOTAL!
SCORE

79



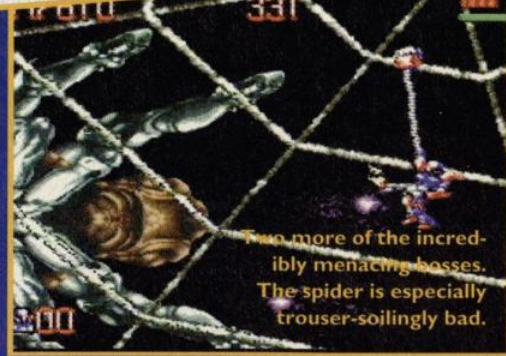
This gaping gob-thing is the boss at the very end of the first stage. Scarey stuff!

Left and below: Two of the rather jolly driving stages. Such variety.



TOTAL!
SNES REVIEW

T SUPER TURRICAN



Two more of the incredibly menacing bosses. The spider is especially trouser-soilingly bad.



PLAYERS: 1
FROM: OCEAN
PRICE: £49.99
RELEASE: APRIL

'It's a big game all right, and crammed full of action from start to finish.'

Let's not mince words here, if you like action, you're going to love this. I'll get onto a few criticisms later, but first let me explain why I'm so enthusiastic about the game.

The game starts with a very moody and atmospheric intro sequence. It's full of blah, of course, but as intros go, it's a good one. Then comes the first section, a scrolling landscape which, while not doing anything out of the ordinary, is busy enough. Then you jump into a dune buggy and continue in that. Then you get a Boss, go underground and get given a crap weapon which you later discover is actually beneficial for this section of the game. Next comes the bit in which you're hanging from an aircraft from a grappling hook and have to cope with a major onslaught of enemies. When the craft lands you have to leap across the backs of giant serpents before eventually ending up in the gaping jaws of an almighty boss whose giant tongue threatens to end your life. And that's just the first level.



UPPERS
Big, bold and action packed. A surprise on every level!

Yep, it's a big game all right, and crammed full of action from start to finish. The range of weapons is a jolly intriguing feature (see All Mod Icons box opposite) and adds considerably to the gameplay, especially in the section where certain weapons perform far better than others. The one criticism of the weapons is that perhaps it would have been nice if they became more powerful the more icons you picked up. And while we're being slightly negative about the game let's talk about the graphics. They're a little dated. The game is certainly no better than *Super Probotector* visu-

ATKO SAYS...

At first the game looked a bit retro to me, but an hour's play later I was well and truly hooked. It seems at last that a company other than Konami have got it right. This is smart and there's also *Hagane* from Virgin on the way, so blast fans rejoice.



Wave after wave of these robot insects try to land on your head making hanging on a bit tricky.



All Mod Icons

Your simple guide to the weapons available in the wonderful world of *Super Turrican 2*.



BREAD SHOT

All right, it might not be called bread shot but that's what the sample in the game sounds like. Anyway, it's basically a green weapon which sprays out a spread of fire in front of our hero. It's the most versatile of the available weapons.



FLAME THROWER

Quite powerful and good for ploughing through ground-based enemies. The trouble is, it's not directable so anything in an awkward to reach place will remain untoasted.



MISSILES

Once collected, these are used in conjunction with your ordinary weapons and what a bonus they are too. If your weapon is crap and you get fire up in the air, then missiles will find the target all on their own.



LAZER

Again this one isn't directable, but within those constraints it's a lot of fun to use because if you keep the button pressed and jump, nothing is going to get past the wave of destructive light it spits out.



FREEZE RAY

Press the left collar button and a freeze ray which can be turned through 360 degrees fires out. You can't use it on bosses though.



SHIELD

Pretty obvious but once collected, these things keep you invulnerable for about ten seconds. They're very good but they won't win you the game because they only appear once in a blue moon.



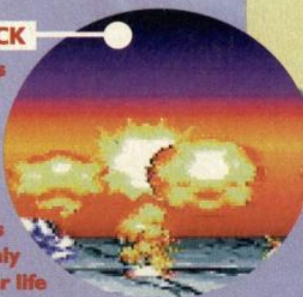
REBOUND

A bit cack in most circumstances but it does have its uses for getting those hard-to-reach enemies. As you can see here, he's managed to blast the little blighters into the sunset.



BALL ATTACK

Pull down and press fire and you turn into a little indestructible spikey ball. Keep pressing fire and it drops little missiles out as well. It can only be used once per life though and only lasts a short time. Emergencies only.



GRAPPLER

Great for climbing, swinging and collecting the icons that have already floated up out of reach.



ally and that game is getting on a bit now. And the reason I'm comparing the two is because it's immediately obvious to anyone who knows their gaming onions that *Super Turrican 2*, stylistically, has been very heavily influenced by Konami's unique way of handling the shoot-'em-up. The good thing is that while it's not really a development on what we've seen in the past, it delivers all the thrills, spills and shocks that any good shooter should provide.

It would be very easy to criticise *Super Turrican 2* for borrowing from previous games, but when the games in question are of the highest quality and I found it impossible to leave the game alone for some considerable time it would be petty to pick holes in it. This is shoot-'em-up action of the best kind so don't be a mug, just buy it.

ANDY

T!

DOWNERS
A bit old-fashioned, but who cares?

GRAPHICS

It looks like something Konami were doing two years ago. But the variety between levels is a bonus.

8

SOUNDS

Brilliant. Rig it up to your stereo, pump up the volume and enjoy the Surround sound option.

9

GAMEPLAY

It's packed with enemies, surprises, power-ups and bonuses. And the difficulty curve is spot on too.

9

LIFESPAN

It's not an impossible task, but there plenty here to keep even experts at it for a few days.

8

TOTAL! JUDGEMENT

'A superb, if slightly visually-dated, blaster which grips you from start to finish. The most potent shooter for some time.'

TOTAL!
SCORE

91

ADD FAMILY



PLAYERS: 1
FROM: OCEAN
PRICE: £49.99
RELEASE: APRIL

'There's no doubt that *Addams Family Values* has a fair stab at this style of game, and its trimmings are up to Ocean's typically high standard.'

Producing clones of fabulously successful games is a tricky business, I reckon. *Addams Family Values*, for example, is a very obvious *Zelda*-like and as such it has its work cut out right from the start; Nintendo's classic action RPG, even at four years old, is still at the very top of the tree. So how well does AFV pull it off?

Well, the lead character, Fester, is hardly cut out for this adventuring malarkey, frankly. He's more endowed in the belly department than fat Frank was, has less functioning follicles than Duncan Goodhew and uses a weapon that needs to be precisely lined up if it's to land a hit. Link (from *Zelda III*), on the other hand, swipes his sword in a wide arc and leaves much less room for error. It may sound like a minor annoyance but get trapped in a corner with three or so enemies coming at you from different directions and you'll get kicked in almost every time.

What makes matters worse is that when you

FESTERS
Plenty to see, do, collect, blast and puzzle over



ATKO SAYS...

No, this is just a tad too slow for me, and Fester's weapon is so crap that I wonder why he bothers getting out of bed in the mornings. The levels are well designed but you should try either Ubisoft's *Soulblazer* or Nintendo's forthcoming *Illusion Of Time* instead.

Here, we're zapping a stone pillar for no apparent reason.

And here we're about to tend to the plants. Sigh.

The only time your weapon is of great use is at full power, like so.

Wouldn't a finger zap thing be great in real life? It'd be perfect for lighting small fires and trousers and stuff.

TOTAL! TACTIX EVIL WEED!



When you reach the plant boss in the greenhouse section, watch its 'arms' and learn exactly how far they reach.

Make sure that you're at full power (you should still have some of Granny's biscuits left) and stand just outside of its range to pump its heads with fire from safety. Et voilà - one lightly fried vegetarian dish in no time at all!



AAMS VALUES

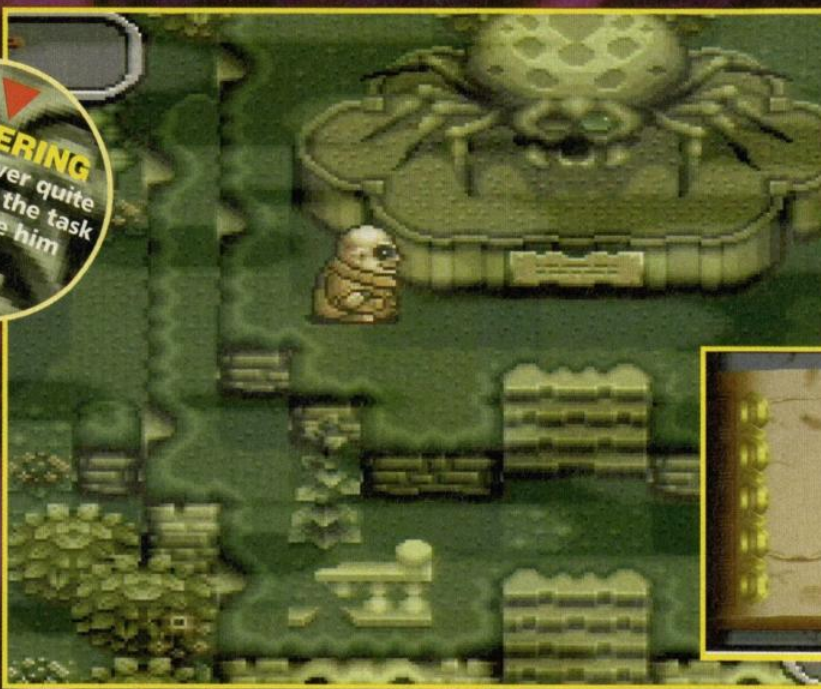
lose energy the range and power of your weapon decreases, meaning that when you're low on energy you struggle even more to survive. Nothing like kicking a man when he's down, eh?

The game follows the ancient rules of action RPGs handed down through generations and sets up a straightforward explore/find item/use-item-to-progress agenda. It's rarely overly taxing – collect the plant food to revive the plants, for example, or find the bone spoon to give to Granny to help her mix a special potion.

Unfortunately, while the early sections of the game are very tightly structured the map soon opens out and it becomes very easy to find yourself wandering around aimlessly, not quite sure where you're supposed to be going or what to expect to do when you get there. No doubt fiercely committed adventurers will argue that it's all part and parcel of the genre. I say: bog off bearded weirdy, it's not as well done as *Zelda*.

There's no doubt that *Addams Family Values* has a fair stab at this style of game, and its trimmings are up to Ocean's typically high standard. If you can forgive its unforgivingness (eh? – Andy) and don't fancy getting your grey matter stretched beyond breaking point, go for it. **ATKO**

I ask you, does this look like Christopher Lloyd from the film? Nosferatu, more like.



'Oh, squirrel spleen marmalade – my absolute favourite. Yum yum.'



Try to blend in with your environment when you're in need of a rest.

What's missing from this shot? Yep, and it's your task to find it, unsurprisingly.

Why are game maps always made out of parchment? It's such a cliché.



GRAPHICS

Two sprites, beautifully coloured backdrops and a selection of clever stuff – rain effects etc.

8

SOUNDS

Plenty of atmospheric tunes that old Vincent Price himself would have approved of.

8

GAMEPLAY

The game seems a bit plodding at first – Fester's no Linford Christie – but it's quite absorbing.

7

LIFESPAN

It'll keep you going longer than, say, a typical platform game, but pales against *Secret Of Mana*.

7

TOTAL! JUDGEMENT

'*Addams Family Values*' inspirations are glaringly obvious, but that's not a bad thing. Not a bad attempt at reproducing *Zelda*'s classic ideas and themes.'

TOTAL!
SCORE

80

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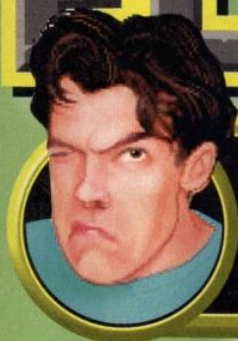


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This level is populated by hoofing great gorillas which, frankly, Fred is no match for. Prepare to die repeatedly.

THE FLINTSTONES



PLAYERS: 1
FROM: OCEAN
PRICE: £49.99
RELEASE: APRIL

'Gentlemen,' murmured the Director, his voice faltering, 'you see before you the latest of our licenced acquisitions.'

An uncomfortable hush fell over the assembled staff in the boardroom at The Really Big Software Company™. A brand new licencing deal lay at the head of the huge table and behind it sat the Director Of New Stuff. It was usual at these affairs for the Director to beam a smile of expectant glee at the promise of yet more healthy profits from the most recent film tie-in. On this occasion however, there was a distinct feeling of tension.

'Gentlemen,' murmured the Director, his voice faltering, 'you see before you the latest of our licenced acquisitions.'

'Jolly good,' interrupted Derek Portover, head of quick-fix platform production, 'I'll get the boys to appropriately tweak our game template immediately Sir.'

'Not so fast Portover,' barked the Director sternly, 'this time it's not that simple.' The assembled masses sat bolt upright.

'May we ask why Sir?'

STONES
Gorgeous looks and sound to blow your head off

MOANS
Same old crap just better packaging

This little geezer appears on the options screen. While he doesn't play a major role in the game he looks cute.

enquired Deirdre Cockenbull the PR representative.

The Director slowly and deliberately looked at each person in turn, 'I

won't mince words, the movie's pump.

As much as we'd like to, there's no way we can rely on the name and hope the punters don't notice that, year on year, the aggregate and requisite annually adjusted gross percentage of originality is, after seasonal fluctuations have been taken into account, nil.'

'Bugger,' said everyone in unison.

'I may have the solution,' piped up one of the programmers, 'I've been messing around with some sound techniques so what we could do is make all the intro screens really smart, chuck in a brilliant surround sound backing track and, well, just buy in the rest from the Platformers 'R' Us store down the road. It couldn't be simpler!'

'Yabba,' cried the PR rep excitedly.

'Dabba,' added Derek.

'Let's Doo it!,' grinned the Director.

ANDY

A caveman boss, a woolly mammoth and an old log bridge. Yep, this is pre-history all right. And very colourful it was too, if a little tedious.

ATKO SAYS...

This is just like the movie so any fans should buy it. As for the rest of you, the money would be better spent on a hammer and a small pile of pebbles so that you could build your very own miniature Bedrock. A far more entertaining and worthwhile experience we think.



TOTAL!
SNES REVIEW

GRAPHICS

The front end is superb and the game looks good. Keep the graphic artist on the payroll.

7

SOUNDS

The music and surround sound make this a winner. Give the musician a pay increase.

9

GAMEPLAY

I can't believe this stuff is still making its way on the market. Sack the game designer.

5

LIFESPAN

Challenging, but it's utter barf and will prevent you playing for more than a millisecond.

7

TOTAL! JUDGEMENT

'What starts with heavenly promise finishes up in the hellish mire of mediocrity. Give us a sodding break.'

50





The hero outside his home. However, his domestic bliss is to be shattered by an attack of crap gameplay.



WARLOCK



PLAYERS:
1
FROM:
ACCLAIM
PRICE:
TBA
RELEASE:
OUT NOW

'The plot is sufficiently fantastic with you as the druid warrior hero battling against a Warlock who gets sent to our world by The Evil One™ to wreak havoc.'

Q uite why anyone decided to create a game based on a decidedly average film that came out several years ago is a mystery. Maybe it's to coincide with the interest generated by the recent release of the film's sequel (which incidentally is even more cruddy than the first one). One thing's for sure, though, given the lame licence the game would have to have been pretty bloody special to generate any real interest. It'll come as no surprise to learn that it's not.

The plot is sufficiently fantastic with you as the druid warrior hero battling against a Warlock who gets sent to our world every millennium by The Evil One™ to wreak havoc and presumably get defeated. This sets the scene for a battle against an assortment of undead, demons, warriors and, of course, deadly flying bat things which always fill in the gaps in this sort of game. The 'fun' takes place over seven truly massive levels each of which contains a runestone which must be recovered. If the game were to be judged on size alone it would be a stormer. The levels are enormous and made up of a number of sizeable sub-stages.

However, where it all falls down is in the all-too-troublesome graphics area. The basic framework for the game-play isn't at all shabby. Your character can leap around, fire off various spells and

After the ratings for his show, The Singing Druid, fell to an all time low, the producers were forced to axe our hero. Axe, get it? Axe, ha, ha, haaa!



The hero conjures up his mystic ball and realises that a 'playing with his balls' joke is imminent.

JOSSE SAYS...

I like this, it's brill. Mind you, I've got a huge great nose that impairs my judgement. And besides, I'm the sort of bloke who lets big headings fall off the cover of the mag so what would I know? Actually, you'd best ignore me and heed Andy's words.



'Young man, your coat is so colourful. Oh if we could shop somewhere other than Millets.'



WARLOCKS
It's big moderately nice to look at, and nicely presented



The druid demon-
strates his comedy
Norman-Wisdom-
falling-over act to
the demon.

Who chose these
screenshots? I'm
getting totalled in
every single one.

CK

For Crying Out Loud!

It's moments like this that make Warlock a real pain in the backside. There is nothing more annoying than a situation in which you have no choice but to lose loads of energy. Just take a look at this pathetic situation.



A stone gargoyle which I already know will spring to life and attack me. But not from this distance.



So inevitably I have to get right up close so that the blighter comes to life. I get in one hit then he hits me sending me flying backwards a few inches.

WARLOCK



Surprise, surprise, I'm now a fair distance away and he's turned back to stone again. In this form I can't hit him so I'll have to start the whole painful process all over again. GOD HELP ME!

GRAPHICS

Actually pretty smart in places, but even then it's nothing we haven't seen before. No surprises here.

7

SOUNDS

A moody soundtrack but everything else just screams out 'average'. Still, it's only sound I suppose.

7

GAMEPLAY

Potentially this could have been a fairly competent game. But there are just too many flaws.

5

LIFESPAN

Challenging in a fairly big way but the gameplay is so annoying you'll give up very quickly.

5

TOTAL! JUDGEMENT

'An old licence that would have needed a stunning game to revive interest in it. As it turns out the game is very frustrating. Don't bother.'

TOTAL!
SCORE

55

POOR-
LOCKS
It plays so slowly
and badly you'll
be screaming blue

heal himself when things get a bit hairy and there's never a dull moment as far as enemies go. There are very few screens in which there are no hazards. But because the main character has been over animated, moving around

is clumsy and slow and all too often when you need to quickly thrash around to fight an enemy or overcome an obstacle you die horribly because you were still in the middle of an animation and couldn't access the move you wanted. This leads to a very slow game and at worse a very frustrating one.

It's a pity because on a larger scale the game could have worked quite well. As I've said it's big enough, it's crammed with hazards and the levels and puzzles therein are quite well designed. But in terms of actually trying to play the thing, well, it's a dog. **ANDY**

T!

TOTAL! TACTIX



Shoot diagonally at the slab up in the ceiling and it'll fall down and float on the water.

Here's one of the trickier jumpy sections of the game. Keep your wits about you and you'll be fine.



Leap onto the slab and very quickly position yourself on the right-hand edge. Don't worry that you sink, but be quick anyway. Fire diagonally at the second slab.



Leap onto the next slab and repeat the process. Just remember, don't panic, keep to the right of the slabs and move quickly but carefully.

EDGE

Ultra 64

comes out fighting



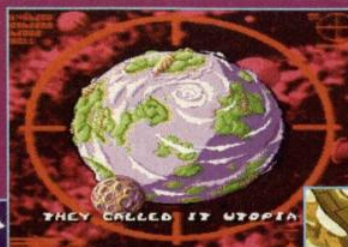
Edge has the first concrete details of the **64bit machine** that could slaughter Nintendo's opposition



Issue **twenty** onsale now
at selected newsagents

Story Time...

Futuristic escapism or an excuse for using robots so that the violence doesn't seem too graphic? It hardly matters, but here's the plot which is at least as good as most.



THEY CALLED IT UTOPIA



THEY TOOK EVERY LIVING THING WITH THEM, BUT LEFT BEHIND ALL THE ROBOTS.



BUT THE MILITARY DROIDS TOOK CONTROL, AND BECAME THE NEW MASTERS OF EARTH...



IT WAS 3 BUT WAS UNPOLLUTED

TOTAL!
SNES REVIEW



RS AGE, SPACE MEN RED A SPECIAL PLANET...



UNABLE TO STAY IN A DYING EARTH, THE HUMANS SET OFF FOR UTOPIA...



WITH NO ONE TO SERVE, THE DOMESTIC DROIDS TRIED TO SET UP A NEW SOCIETY...

MIR TUFF



PLAYERS: 1-2
FROM: OCEAN
PRICE: £49.99
RELEASE: APRIL

'Mr Tuff is yet another traditional horizontally-scrolling platformer in which you control a fair-sized sprite through a predictable series of themed levels.'



The timing's tight on this jump, but once you're through it's plain sailing.

Let's get one thing straight at the start. *Mr Tuff* is an entirely unremarkable game. It's another traditional horizontally-scrolling platformer in which you control a fair-sized sprite through a predictable series of themed levels.

There's a healthy-enough storyline (see the Story Time box above), but that's flawed, too. Why is *Mr Tuff* bestowed with the power to save earth from the evil military robots? And if all the humans have gone off to this Utopia wouldn't it have been much more pleasant to have set the game there, rather than subjecting us to murderous kids on skateboards and vicious bugs the size of badgers?

There are four game 'worlds',

all on Earth. You can play the first three in any order to reach the final showdown. There is no difficulty selection other than a progression through these levels which in itself is smooth and well worked. Each section has a clear objective, so the levels become an unsurprising barrage of baddies and pillars to punch down until you reach a boss. They're against the clock, too, which somehow always ends up an inconvenience rather than an added excitement, especially with the lack of restart points.

Mr Tuff is an unadventurous scrolling platform. No major flaws, but in the absence of anything exciting, the inadequacies result in a below-average game. Don't bother.

JOSSE

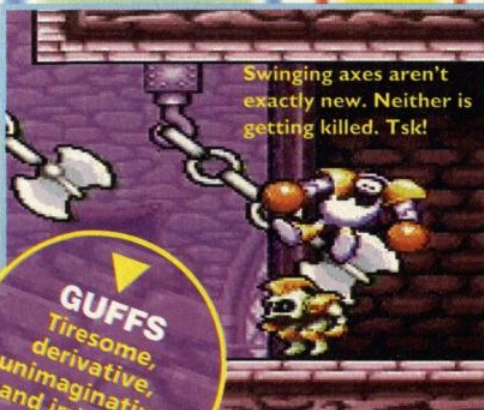


TUFFS
Adequate
storyline, good
difficulty
progression



ATKO SAYS...

There will certainly be people out there who will feel that this is a fair enough game for them, but now that SNES platformers have reached a peak with *DKC*, *Earthworm Jim*, and with the classics like the *Mario* games and *Mickey Mania*, there's no place for this.



Swinging axes aren't exactly new. Neither is getting killed. Tsk!

GUFFS
Tiresome,
derivative,
unimaginative,
and irritating

GRAPHICS

Chunky, clear yet unimaginative sprites, and rubbish 'parallax' backgrounds.

6

SOUNDS

All four points are for the effects. The music's dire, but at least you can turn it off.

4

GAMEPLAY

Punch. Punch. Run. Punch. Avoid someone. Jump on a platform for no good reason.

6

LIFESPAN

Two afternoons? A week tops - it's on the small side and not especially testing.

7

TOTAL! JUDGEMENT

'As we'd expected *Mr Tuff* offers you nothing new. It fails to capture the imagination or make the adrenaline flow.'

TOTAL!
SCORE

60

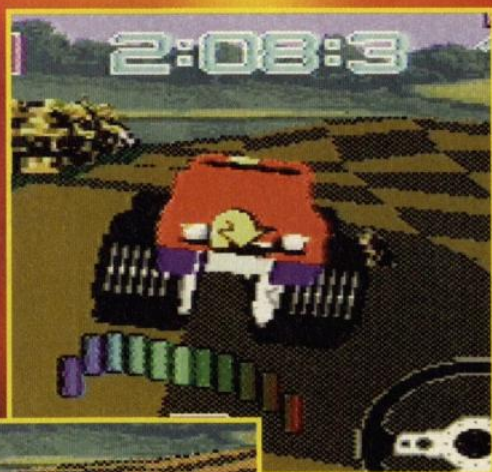


These cars are so bored that they've decided to mate. And what's that green skid all about?

Pumpety pump pump pump! Cack, pants, yuk etc.



DIRT RACER



Oh this is so frustrating! Why doesn't it look as pump on page as it does on my telly? Just trust me.

Prepare for the miracle of 200mph seeming like a quiet ramble over lovely Dartmoor. Too slow!

JOSSE SAYS...

Dirt Racer must have seemed like a great idea on paper but in reality it stinks of guff. If you're after a top racing game try *Stunt Race FX* or *Street Racer*. They're both fine and dandy where as this, as Atko says, is complete pump.



PLAYERS:
1-8
FROM:
ELITE
PRICE:
£49.99
RELEASE:
MAY/JUNE

'Billed as a cross between *Stunt Race FX* and *Street Racer*, *Dirt Racer FX* claims to have taken all the best bits from these classics to produce the definitive racer for the SNES.'

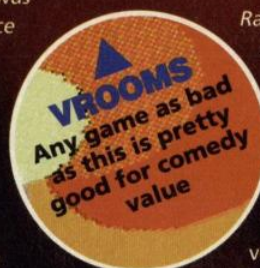
Whenever a new FX game comes into the TOTAL! office for review there's always a feel of genuine excitement in the air. It happened with *StarWing*, was replicated with the arrival of *Dirt Race FX* and was upon us again this morning when *Dirt Racer FX* landed on my desk. It lasted precisely two minutes whereby it was replaced by sheer disappointment and anger. Oh dear!

Billed as a cross between *Super Mario Kart*, *Stunt Race FX* and *Street*

That black question mark in the distance is a nice touch of realism. If you're drunk on sherry trifle.



Two-player mode, which is useless as none of your friends will want to play anyway.



Racer, *Dirt Racer FX* claims to have taken all the best bits from these classic carts to produce the definitive racer for the SNES. Hmmm.

Before we commence with the kicking this game rightly deserves, lets take a look at what, potentially, it has to offer. You have three vehicles to choose from, the 4x4 monster truck, the dune buggy and the off-roader. The action takes place off-road in either England, Australia or Alaska, each with five different track options including three puzzle tracks. Players are given the choice of either entering league or cup competitions against the computer or head-to-head with a friend in split-screen mode. Sounds good, doesn't it? Wrong, it's toilet!

This is the single most uncontrollable racing game that I've ever had the displeasure to play. All it takes is a slight over-steer and you'll



So the tyres are filled with snot are they? Well that's not very practical if you get a puncture, is it?

Umm. Pixelated scenery! They really made full use out of that FX chip.

TOTAL! SNES REVIEW

DIRT RACER FX

Just stop reading. This is the worst racing game ever to grace the SNES! Turn the page! Go on, bog off!



TOTAL! TACTIX OH DEAR I'VE BLOWN UP!

Dirt Racer FX is the only game with more explosions than the blast-tastic *Super Bomberman*. Simply steer the car left or right for a few seconds and hey presto you'll explode. It makes no sense and isn't even entertaining. What a masterpiece of programming! Oh dear, I've blown up. Oh dear, I've blown up. Repeat to fade.



So this is an explosion, eh? Looks more like Madame Twinkies pantomime wig.

GLOOMS
Looks rubbish,
plays rubbish and,
indeed, is
rubbish

explode, time and time again. There's nothing realistic about it. The manual boasts about trained CPU drivers never being too far away from you. Well what's fun about that! It's like driving with your opponent hidden in your backpack.

Every time you turn to look he's there. Who cares about all the groovy options when the basic games is such an ugly, uncontrollable mess. Don't even think of wasting your money on *Dirt Racer FX*, it's absolute pump!

ATKO

If you try and steer away you'll blow-up. If you hit the bollards you'll blow-up. Top variety!

GRAPHICS

On the page it looks as good as *Stunt Race FX* but in the flesh it's cacky pants on toast.

3

SOUNDS

Plenty of vroom vrooming and a boppy little ditty that grates on your nerves.

4

GAMEPLAY

My cat could have programmed a more playable and responsive racer and she's blind in one eye.

2

LIFESPAN

Even the impressive 1-8 players and password options aren't enough to save this racer.

3

TOTAL! JUDGEMENT

'*Dirt Racer* stinks like decaying flesh left out on the lawn in a heat wave. If Elite want a quote for their advertising campaign here it is: What a load of toilet!'

TOTAL!
SCORE

30

THE STUPID HAIR FAN CLUB

My Darling Atko

Do you love me? I love you. I think that your hair is the most tasty bit of chocolate and mustard cake with baked beans, mushy peas and bananas on it, that I have ever seen in all three seconds of my existence. Your deep eyes are like two pieces of lard floating in a sea of brown gravy. Your lips are like two decaying sponges, caked in rotting mouldy soap and my heart beats only for you. Could you please answer these questions?

- 1 Are you doing anything on Friday night?
- 2 Did you know that I spend every waking moment thinking of you?

**The Loony Poodle,
President Of The Stupid Hair Fan Club**

Dear Loony Poodle

Blimey! In answer to your questions, yes I am busy on Friday night but on Saturday I'm free. No I didn't realise that anybody in the world spent even a portion of their time thinking of me. Oh, I've gone all red. Stop all this flattery.

Atko

TREKKIE COMPLAINT

Dear TOTAL!

I want to make a complaint. In issue 38 you reviewed *Star Trek Starfleet Academy* and rated it pump, cack, etc. Me and my dad are both trekkies and have hardly ever missed an episode and we're very angry that you rated it SAD.

I was thinking of getting it when you advertised it in issue 37 and all of a sudden, bang, you review it and give it a low score. Now from what I have read from the review it does sound a bit

dull – but not that dull! We reckon it should be worth at least 79%. Come on, 39% is such a sad rating. And above all this you let a non-trekkie review it, be fair!

Daniel Mellor, Germany

Dear Daniel

We gave *Star Trek Starfleet Academy* a fair and objective review. If we would have let a Trekkie review it, that objectivity would have been completely lost. It would be like us letting the one person in the world who really enjoyed the *Flintstones* film review the game. He, or she would think it was brilliant while the rest of us would give it a good kicking.

Atko

WHY, WHAT, WHERE, WHEN?

Dear TOTAL!

Please can you answer these questions:

- 1 Will just two games be released with the Ultra 64, or will more have been developed by then?
- 2 Why isn't Andy known as Thicky anymore?
- 3 Is the Ultra 64 a lot faster than the Super Nintendo, because that was a bit slow wasn't it?
- 4 Why don't you like small cups?

Jonathan Laurence, Macclesfield

Dear Jonathan

Yes I can answer all your questions.

- 1 Loads more will be released simultaneously with the Ultra 64. We can't name names at this stage but there's got to be a *Mario* title and at least five others.
- 2 Because he's become all high and mighty now that he's Editor and everything. Would you chance calling your boss Thicky?
- 3 The Ultra 64 will be the speediest games machine in the world. Just you wait.
- 4 We have nothing against small cups.

Josse

Dear Andy

Will Eric Cantona have his own game, similar to *Shaq-Fu*?

Kerry Leach, Lymington

Dear Kerry

It would certainly be more appropriate than a brainless basketball related beat-'em-up. Why don't you write a proposal for the game and send it to Nintendo. You may even become rich beyond belief.

Dear Andy

I've missed the last few issues of **TOTAL!** and I really want to know what *Power Rangers* is like on the Game Boy. I'm a big fan.

Sean Cook, Milton Keynes

Dear Sean

It's absolutely rubbish. It got the third worst score for a Game Boy game in the history of **TOTAL!** Don't go near it!

Andy

ANDY'S SHORTS

Yep, it's that time again! Your chance to put pen to paper, fingertips to keyboard or, if you're from Devon, potatoes in paint.

THE ROOT OF ALL EVIL?

Dear TOTAL!

I would just like to say that video games are not the root of all evil. I have two young boys who have a Super Nintendo and also like to play football and golf. We live in Androssan, Ayresshire where locally there has been quite a few youngsters killed while taking various illegal substances at raves.

I keep reading about how video games blow kids minds away. Well, as a parent, I would disagree as I know exactly where my sons are when they're playing *Super Mario World* or *Street Fighter II* and I know they are not smoking, drinking or generally getting into trouble.

A Conaghan, Adrossan

Dear A Conaghan

Exactly! I don't know what all the fuss is about. Why are there people in this world who worry about the effects of video games? If anything, I would have thought that they are good for you. Not only do they aid memory and attention span but they teach you to be inquisitive and to interact. That's far better than just vegging in front of the telly.

Josse

RHYME TIME

Dear TOTAL!

I had a bit of cash to spare
And overcome with joy
I went along to Future Zone,
And bought myself a toy.

I used to have a Spectrum
But I flushed it down the bog, Cos now I've got
Donkey Kong
And that game leaves me agog.

How I loved that little game

Dear Andy

In issue 38 Lee Chapman said that *Donkey Kong Country* was too easy and he was right. I hired it for two nights and clocked it. Too easy by far.

Peter Hetherington, Camberwell

Dear Peter

Oh well, at least you didn't part with your cash. That's the beauty of hire shops. And you can say that you finished a game without having to prove it.

Andy

Dear Andy

I read a review of *Muscle Bomber* in an old issue of TOTAL! and decided to buy it but I can't find it anywhere. Can I buy your copy?

Naveed Akhtar, Bucks

Dear Naveed

No you can't, we're still playing with it. Why don't you try a mail order company? Special Reserve are pretty good.

Andy

WEIRD PLACES I'VE PLAYED MY GAME BOY

No. 36



NAME: Anonymous poodle owner
AGE: About 14

FROM: Somewhere

Whoever sent us this photo forgot to enclose a cover letter so we don't know who the mystery player is under the blanket. Could it be anything to do with the loony poodle who sends love letters to Atko on a regular basis? Whoever you are, let us know and we'll send you a Game Boy cart for your trouble. Very odd!

I played it every day,
But after I had finished it
The thrills all went away.

With no more hidden levels
And King K Rool no more,
All I've got is *Donkey Kong*
And he's becoming quite a bore!

There's FIFA INTERNATIONAL SOCCER
And tennis on the telly
And TOTAL! said that *Star Trek*
Was boring, crap and smelly.

Dear Andy

In reference to that horrible bloke Ace Davies, I think you should stick a life-size picture of Frank to the front of his house along with a big sign saying 'This is Ace Davies's best and only friend'.

Alan Ward, Potters Bar

Dear Alan

That's not very friendly is it? What's Ace ever done to you. Oh alright, let's!

Andy

Dear Andy

I think that Brian May is a drum player in the band Queen.

Simon Hodgson, London

Dear Simon

Well you'd be wrong then, wouldn't you?

Andy

Dear Andy

In a couple of years time will the Game Boy be treated like the NES because of the

WIN A GAME BOY CART!

I don't fancy *Rise Of The Robots*
I think it's sad and slow,
So all I've got is *Donkey Kong*
AND THIS GUY HAS GOT TO GO!

Stephanie Allman, Wolverhampton

Dear Stephanie

Your top rhyming talents have earned you loads of TOTAL! goodies, well done.

Atko

A COUPLE OF YEARS

Dear TOTAL!

I am writing to complain about the following sentence printed in issue 39: 'if you are from Liverpool, dictate to somebody literate'.

Despite the fact that many people persist in giving Liverpool a bad name it is not a bad city. It is generally the people who have never even visited Liverpool who constantly run it down. I won't be buying TOTAL! unless you have the courage to print both this letter and an apology.

Keith Hasteed, Liverpool

Dear Keith

As the person who wrote the offending sentence I do indeed apologise if it caused any serious offence, however as I was born in Liverpool and lived there for 24 years. You must be aware, as I am, that Scousers give out a lot of stereotypical jibes and as a result take a lot of light-hearted digs themselves. This is part of what's called having a sense of humour.

Johnny

Send your letters, drawings, silly photos, etc, along with your name and address to:
TOTAL! Letters,
30 Monmouth Street,
Bath, Avon BA1 2BW.

Virtual Boy?

Graham Robinson, Belfast

Dear Graham

I doubt it. The Game Boy has such a massive user base that it's going to be around for ages. And besides, a question mark still hangs on whether the Virtual Boy will be released in this country.

Andy

Dear Andy

What does your Dep Ed Debs look like?

Keanu Reeves, Los Angeles

Dear Keanu

She's too shy to let us print her piccie.

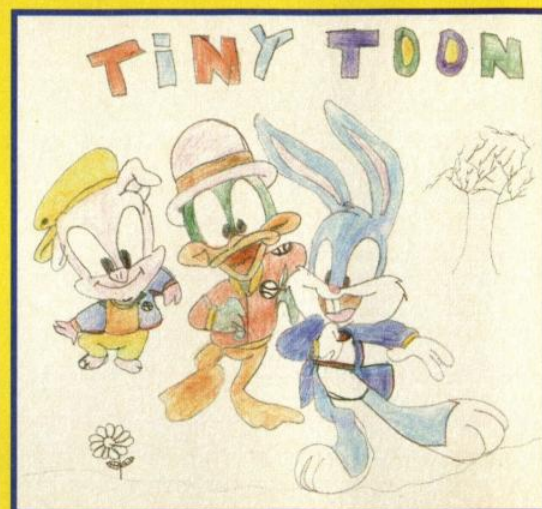
Andy

Johnny's Crayon Korner



Paul Billows has gone Cannon crazy in this pic. Paul wants to be a Euro diplomat...

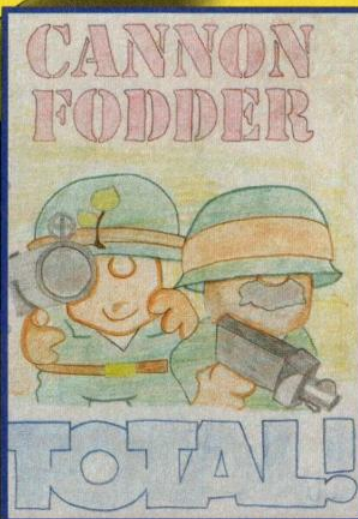
Poor old (and we mean old) Johnny. He's been absolutely swamped with reader art this month so as a one off Crayon Korner special we've cleared his desk and dedicated a whole page to you talented bunch. Keep 'em coming my lovelies. Send your pics to Johnny's Crayon Korner, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW.



Now this *is* good for an 11 year old. Calvin Burgess lives in Canterbury, but is originally from London. Mmm fascinating, Cal.



Not only has Ryan Knight from Cheshire drawn this fab Cannon Fodder pic, but he's made sure he included the title of the game, which is more than our Josse did in issue 37.



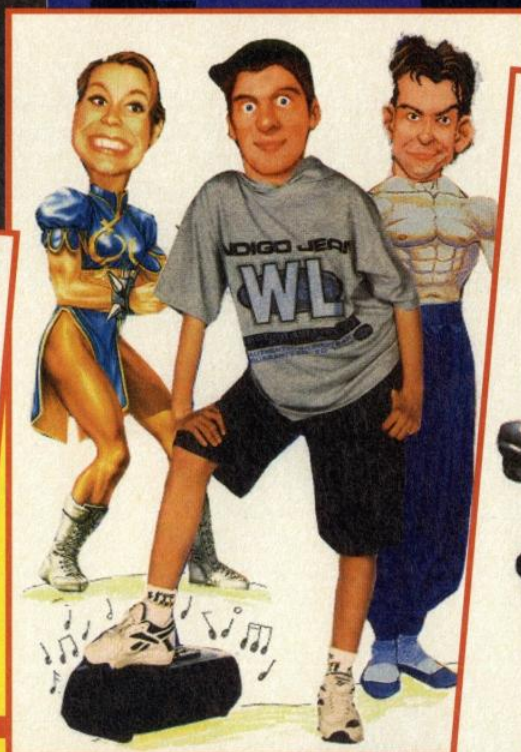
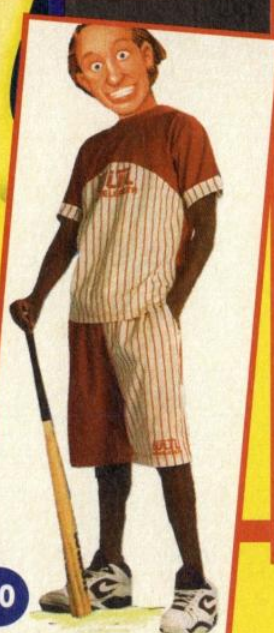
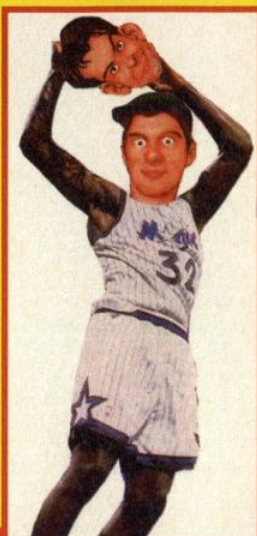
Ross Sihluov (sic) strikes a dynamic pose with Earthworm Jim. Ross aims to be a calligraphist when he comes of age.



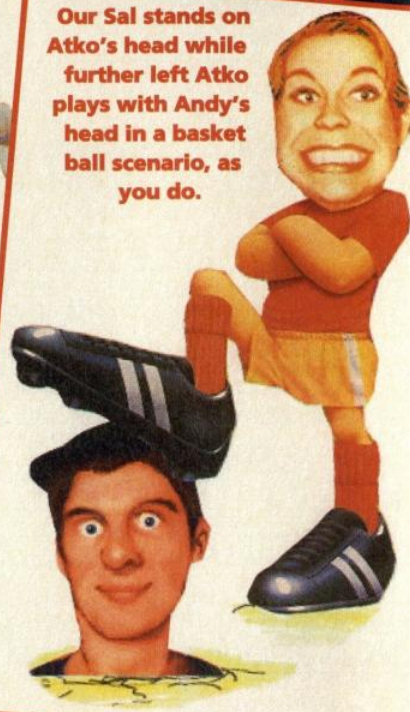
G Shaw from somewhere or other has drawn Chun Li with a rather tawdry leather jacket. With no arms.

SLAPSTICK SHENANIGANS

Unfortunately for this Artist, Atko, being the complete pineapple head that he is, was so excited by this work he promptly stuck the pics on his wall and then binned the letter that came with it! So as an extra special treat for these top collage capers can the person responsible get in touch with TOTAL! so as he can get a just dessert. And no cheating off anyone else, because we'll find you out...



Our Sal stands on Atko's head while further left Atko plays with Andy's head in a basket ball scenario, as you do.



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TOTAL! TACTIX

The following three pages contain hot Nintendo secrets from some of the best gamers in the country. Want to join the TOTAL! Hall of Fame? Okay then. Simply send your best tips, cheats, and codes to: TOTAL! Tactix, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW. If you want to get the best out of your games, READ ON!



SNES TACTIX



DEMON'S CREST

You're going to need all the help you can get with this swine of a shoot-'em-up and that help is at hand thanks to Stuart Newman from Clapham. On the continue screen enter the following code: **RBNL XHGB VGGB LYLD**. Cheers Stuart!

GB TACTIX



NBA JAM

Top tipster Marc Stollworthy from Exeter has come up trumps again with these excellent cheats for *NBA Jam* on the Game Boy. On the 'Tonights Matchup Screen' tap any button **FIVE TIMES** while holding **UP** on the joypad for a powered-up defence. For a powered-up intercept tap any button **15 TIMES** while holding **RIGHT** on the joypad. Hoorah! Cheers Marc.

GB TACTIX

WARIO BLAST

At last somebody has conquered the mighty *Wario Blast*. Not only that but they've

written down all the level codes and sent them to us. The genius in question is Alan Terry from Dewsbury who included a code for level one only because it gives Wario the maximum number of high explosive bombs and all the special techniques. Not bad! Anyway, here they all are:

Level 1.1	2264	Level 1.2	6007
Level 1.3	4778	First Boss	1415
Level 2.1	5819	Level 2.2	0164
Level 2.3	0362	Second Boss	9653
Level 3.1	1048	Level 3.2	4628
Level 3.3	3710	Third Boss	8282
Level 4.1	2514	Level 4.2	1543
Level 4.3	2134	Fourth Boss	4780
Level 5.1	9091	Level 5.2	0105
Level 5.3	4092	Fifth Boss	6271
Level 6.1	4163	Level 6.2	0160
Level 6.3	7689	Sixth Boss	8169
Level 7.1	4881	Level 7.2	2077
Level 7.3	5296	Seventh Boss	0117
Level 8.1	4185	Level 8.2	6318
Level 8.3	0930	Final Boss	8513



SNES TACTIX

STREET RACER

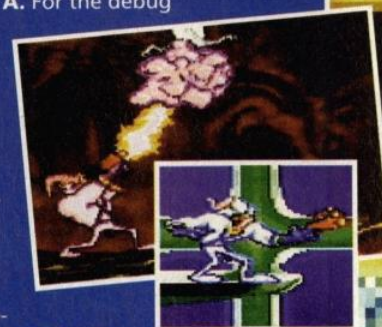
On the starting grid hit the accelerator just before the **THIRD LIGHT** to get a super speedy start. Press **UP** at the same time and you'll leap over the opposition like a particularly leapy thing. Thanks-a-plenty to Adam Ollerenshaw from Bristol for that little beauty.



EARTHWORM JIM

Richard Davies from Rockingham has found a whole truckload of cheats for this brilliant platform shoot-'em-up and what jolly good cheats they are too. For an extra life press **PAUSE** and then **B, B, A, X, Y, A, A, A** and **A**. For the debug screen press

PAUSE, hold down **LEFT**, press **A** and release them both and then press **B, X, A, A, B, X**, and **A**. For a level skip press **PAUSE, A, B, X, A** and the following pairs simultaneously **A** and **X, B** and **X, B** and **X, A** and **X**.



SNES TACTIX

CANNON FODDER

Here for your pleasure are all the level codes to the best war game ever! What more can you possibly ask for, it's only just been released. Anyway, thanks to Sam Gilbert from Crewkerne and on with the codes:

Mission 01	NBPBZ	Mission 02	BCBCY
Mission 03	SCSDX	Mission 04	CDBGW
Mission 05	TDSDT	Mission 06	HGDKS
Mission 07	SGPLR	Mission 08	GHBNP
Mission 09	XHSPN	Mission 10	LKDRL
Mission 11	WKPSK	Mission 12	NLDTH
Mission 13	XLPWG	Mission 14	LNBDX
Mission 15	BNSYC	Mission 16	NPBZP
Mission 17	BPSZZ	Mission 18	SRGBY
Mission 19	HRXCX	Mission 20	TSGDW
Mission 21	CSRGT	Mission 22	STCHS
Mission 23	GTTKP		

SNES
TACTIX



DONKEY KONG COUNTRY

We've had a lot of complaints about *Donkey Kong Country* being too darned easy. Well that's as maybe but use the following cheat and it'll certainly be true. Start the game as normal and then kill yourself until Game Over appears. Then when Crankey Kong plays the gramophone press **UP, Y, DOWN, DOWN** and **Y**. Then play the bonus levels until you've collected 99 lives. Now press **START** and **SELECT**. You've got Michael Brown from Rotherham to thank for that one. Go on, thank him then!

SNES
TACTIX



THE LION KING

On the options screen type in: **B, A, R, R, Y** and you will be rewarded with a level select, infinite energy and infinite lives. Cheers David Barker from Hartley, you're an absolute legend! No honestly.



CRUIS'N USA

Our very first cheat for the Ultra 64. An historic moment or what? Anyway don't get too excited, this is obviously for the arcade version. Still, it's better than nothing. Hold down all the view buttons and then select one of the four cars. Instead of the one you picked, you will start the game with either a bus, jeep, tricycle or special mystery car. Each of these goes super fast according to Steven Watson from Northern Ireland. Good one Steven.

X-KALIBER 2097

SNES
TACTIX

To access the level select on this unre-markable slash-'em-up simply press **RIGHT, RIGHT, LEFT, LEFT, UP, DOWN, LEFT, DOWN, DOWN,**

DOWN and **A**. That cheat was brought to you by Jonathon Nibbet from Scotland.

GB
TACTIX

SPEEDY GONZALES

According to his girlfriend Jonathon Taylor-Hoorn is very speedy. For the rest of you unfortunate speedsters he's sent in these useful level codes all the way from Bethnal Green. What a legend!

- Level 2 **Mexico town: 500999**
- Level 3 **Sherrywood Forrest: 343003**
- Level 4 **Sandy Desert: 830637**
- Level 5 **The Country: 812171**
- Level 6 **Cheese island: 522472**

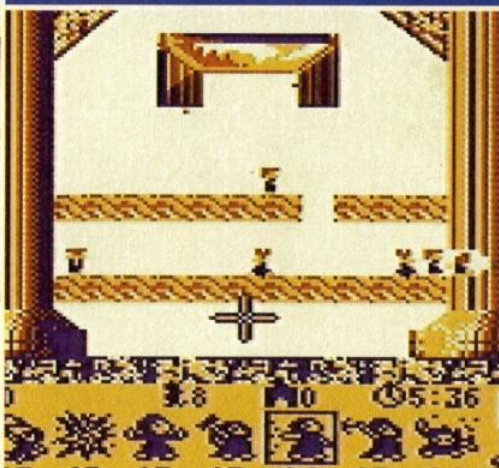
GB
TACTIX



LEMMINGS

Mike Bygrave from Bedford is a big *Lemmings* fan and has sent us oodles of level codes. We'll print the 'Taxing' and 'Mayhem' levels next month. In the meantime...

FUN LEVEL	TRICKY LEVEL
1. XSWRHL	SFGBVH
2. GFDRTL	GNNRFY
3. GFDRTL	PFCGSD
4. DFGTYN	TWYWYT
5. NNBGTQ	SDHSHS
6. TYRBNC	DFSGSH
7. DGBFHY	RLYDRT
8. CVRKJT	GSHGSS
9. JSRBSV	ZGRZNJ
10. FKJTYQ	CVBZSH
11. VSPDNQ	LKJHHG
12. GDSWBC	XCSDCX
13. HWQPDJ	DFQRTW
14. KXLWYZ	VGSDTG
15. KSQHQS	HSDJFK
16. VNWSWV	JCVWXX
17. FTYMTS	VFWLSH
18. GSFHHH	LJDRBC
19. YKBLGB	CQSBNL
20. PLSTFL	PSDHWJ
21. JXFCBS	CHTLNX
22. SDFGLD	GFTTYQ
23. QGH5DF	BSWHTW
24. OKZDTS	KLSIVF
25. LZDGQH	JTYRDN



GB
TACTIX



STAR TREK

It's not everyday that we receive a tip all the way from the West Indies, so when we get 'em, we print 'em! Emma Smart sent these dead useful level codes.

- Level 1 **0523.4**
- Level 2 **4262.0**
- Level 3 **6841.2**
- Level 4 **3310.7**
- Level 5 **7057.3**
- Level 6 **6046.2**

UN SQUADRON

So you think this is a bit on the easy side do ya? Well try this for an extra hard level: With controller **1** go to the option screen and highlight the difficulty setting. Now using controller **2** hold down **A** and **X** and change the difficulty with controller **1**. You should now see a new level called **GAMER**. You've got Jonathon Steer from Exeter to thank for that one.

SNES
TACTIX



BATMAN RETURNS

Cat Woman has nine lives and now you can join her by pressing the following combination. On the option screen press: **UP, X, LEFT, Y, DOWN, B, RIGHT, A, UP** and **X** on Control Pad 2. Our regular top tipster Stuart Newman sent that one in from London.

GB
TACTIX

ZELDA IV

The following cheat is dead useful and may just make your day. As you're spinning, press **START, SELECT, A** and **B** at the same time. You should

now see an option menu. Select **SAVE** and **QUIT** and you will be miraculously brought back to life. Good one Vicky Botfield from out of Brighton!



Cheat Cart Codes

ACTION REPLAY CODES

We do our best to collect all the most useful and up-to-date codes around. If the codes you need to get the best from your game aren't here, try calling the Nintendo hotlines. They are open until 5:30pm. Advice about Super NES on: (0782) 745990, Game Boy on: (0782) 745991 and NES on: (0782) 745992.



ZOMBIES

- 7E1D1099 Infinite monster potion for player one.
- 7E1D3099 Infinite monster potion for player two.
- 7E1D1E99 Infinite skeleton keys for player one.
- 7E1D3E99 Infinite skeleton keys for player two.
- 7E1CB80A Infinite energy for player one.
- 7E1CBA0A Infinite energy for player two.
- 7E1CE699 Infinite flame-thrower for player one.
- 7E1D0699 Infinite flame-thrower for player two.
- 7E1CCC99 Infinite water pistol for player one.
- 7E1CEC99 Infinite water pistol for player two.



STREET RACER

- 7E53 9AXX XX is the number of laps.
- 7E53 9CXX XX is the number of goals needed in the soccer game to win.
- 7E53 9EXX XX is the number of minutes in soccer.
- 7E5C 0900 Always come first.
- 7E18 3300 Stops the timer going up on each lap.
- 7E1D 2C03 Infinite credits for player one.
- 7E1D 2A03 Infinite credits for player two.
- 7E18 3300 Infinite time.
- 7E53 7200 Disables weapons for player one.
- 7E53 7400 Disable weapons for player two.
- 7E53 7600 Disable weapons for player three.
- 7E53 7800 Disable weapons for player four.
- 7E53 7A00 Disables fighting for player one.
- 7E53 7C00 Disables fighting for player two.
- 7E53 7E00 Disables fighting for player three.
- 7E53 8000 Disables fighting for player four.
- 7E53 B401 Allows you to race on secret courses.



THE BRAINIES

- 7E09 1C16 Unlimited time.
- 7E09 15XX Level select (0-64).
- 7E09 4803 Unlimited jokers.
- 7E0E 3E07 Unlimited continues.



BIKER MICE FROM MARS

- 7E17 9E03 Infinite energy.
- 7E17 C603 Infinite shots.
- 7E17 CE0X Infinite items in box 1-5.



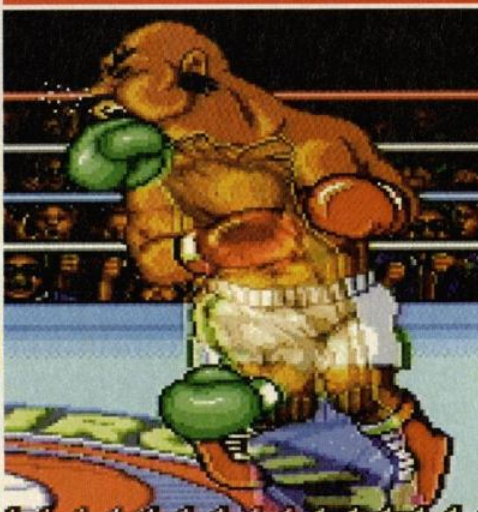
THE SMURFS

- 7E04 E104 Infinite lives.
- 7E04 E605 Infinite time.



SUPER PUNCH OUT

- 7E089F50 Infinite energy.
- 7E0B2805 Use with code below for infinite time.
- 7E0B2D05 Use with above code.
- 7E089C1B Infinite super punch.



PITFALL THE MAYAN ADVENTURE

- 7E021E0X Level select (0-A).
- 7E00C003 Infinite lives.
- 7E10C190 Infinite energy.
- 7E025301 Super jump.
- 7E00A863 Infinite slingshot.
- 7E028A02 Infinite lives on 82 version.



UNIVERSAL SOLDIER

- 010548C1 Infinite lives.
- 080656C3 Infinite energy.
- 0C084BC1 Infinite time.
- 0A0125C1 Always have the laser gun.
- 0A0225C1 Always have the laser cannon.

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Alfred Chicken	GB	19-23
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Batman	NES	6
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Cybernator	NES	22
Defender of the Crown	NES	4
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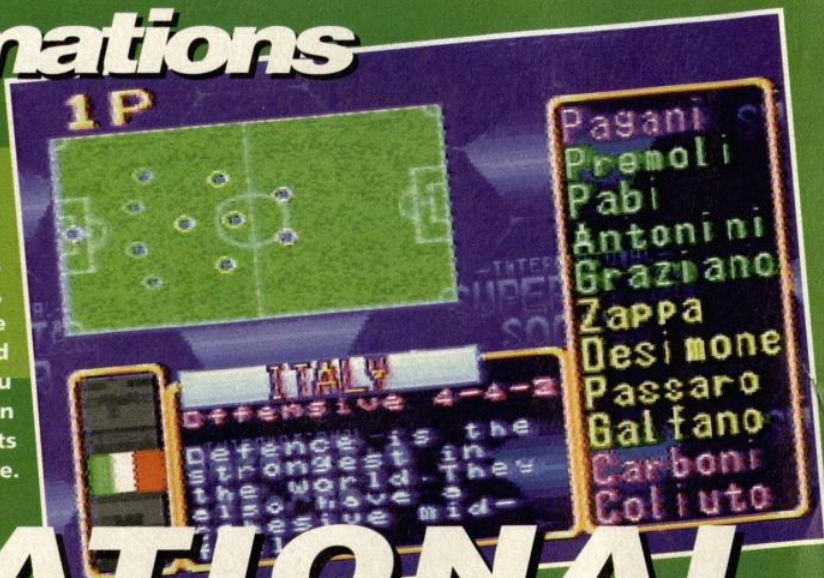
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Oh yes, we all want to be the best at footy. We all want to beat the Germans, the Dutch and the Argentinians. By ten goals. But how? Well, start early and practice your skills or read this and pretend.



Formations

You can't really choose a formation without picking a team to go with it because they already have preset patterns of play. You can, however, change the shirts and pretend they're the team you actually want. Bear in mind that your shirts should be white.



INTERNATIONAL SUPERSTA

Strategy

CHANGING DURING A GAME

Don't be afraid to take the chance to change your strategy whenever you see fit. If you're being run ragged in midfield, for instance, take the opportunity at a corner to re-arrange things so that your team is more compact. On the other hand, if things go your way until the last third where there seems to be no one in your colours, you can probably afford to either push your attack forward or move the whole team into a more attacking posture.



NO STRATEGY

The default mode means that your three basic modules will follow their bar positions to the letter. You have full control but the team tends to be immobile, offering little support up front by standing and watching when the opposition attack.



ALL OUT ATTACK

Good fun to watch but suicidal. You may score a lot of goals but, unless you hardly ever lose possession, while you're plundering at one end the enemy will take full advantage of the holes at the other. Not for the feint hearted.



Practice

Use the practice sessions by all means, they will improve your play. The best way to use them is to monopolise those where there are no opponents, to get to know your buttons and the way they interact with the D-pad. Practice, in particular, getting the ball up by tapping a button with no direction and volleying behind you – Klinsmann vs Korea style – nod-on headers and turning with a small backheel.



R SOCCER



ALL OUT DEFENCE

This is boring to watch but in its own way is also suicidal. By sitting back and soaking up moves you let the other team play around you and they'll probably make a breakthrough, eventually, while you'll find it difficult to score. Don't mess about when you get the ball at the last line. Only try to pass when you've got cover.



OFFSIDE TRAP

Another dangerous one which can go always badly wrong. If you're controlling one of the back line, you need to be on the ball to push up with the computer. Your console will happily send everybody charging up, leaving you on your own to deal with a striker who could be on the other flank.

Only for the experienced and disciplined among you. And it's boring.



COUNTER ATTACK

This is the strategy used by many of the best teams in the world. Conservative at the back but deadly going forward. The idea is that you suck your opponents in, forcing them to commit more and more players forward and when you gain possession you get up the pitch before they can get back in numbers. You'll need both pace and skill to take full advantage.

Skills

The great thing about *ISS* is the level of skill you can attain. From humble beginnings you should be able to become a top-class player. All the tactics in the world won't make an inferior player able to deal with a more skillful opponent. Unfortunately, the only way to do it is to practice. You can use the practice screens but the only way to get really good is to play against the best opponents and just keep trying your moves until they click. If you can master all of the following skills and use them confidently in open play then you're well on your way to becoming a potent force.



BACK HEEL

Very handy for quick breaks. Watch the scanner and if you see a player run past you, which will happen if one part of your team is set to attack or your whole strategy is counter attacking, lay the ball into their path. It's not easy but it's great when it comes off. If you're right on the edge of their box this can put a player through.

Once you get really good you can dash down the flank, hotly pursued, and lose your marker by dinking the ball behind you and turning, leaving you time to either cross, lay the ball off or have a shot. This is very difficult and very flash.



HEADERS

Never underestimate the importance of headers. If you can get your head to the ball before your opponent manages to bring it down you're half way there, especially if you're not too hot at passing yourself. Diving headers are always an option for converting those crosses which you just wouldn't otherwise reach. You'll also get a fair bit of power so the chances of a rebound, should the keeper block it, are good; then, of course, the man who headed it is close to hand.

A little pass header is the best of all possible worlds as it gets the ball down to one of your players in a yard of vital space.

PASSING

This is trickier in *ISS* than in many other footy games but if you can get it sussed you can rip teams apart. Use the scanner, an often overlooked tool. If there's no player open on screen then you can bet there's one just off it. You could play whole matches looking at the scanner. If you can't see a neat little pass, and remember that your men are pretty silky at back heels and turning passes, then don't be ashamed of hoofing the ball. A good team should be able to get possession back in the other half where you can be as silky as you like.

DRIBBLING

Dribbling is one of the fundamental skills but it's all too easy to go too far. Apart from the dash you don't have a lot going for you. One good tactic, if you're at the oppositions last line of defence, is to tap the ball ahead and dash. You can sometimes catch them kipping and find yourself in enough room to get a clear shot at goal – as rare in *ISS* as in the real thing.

One thing to take full advantage of is the fact that the players are solid, unlike in some other games, so you can shield the ball. The best time to try this is if you're breaking and your striker needs to wait for support. If there's a clear passing option, then take it.

OVERHEAD KICK

This is of more use for getting the ball up the field than scoring really. Hit the shoot button and pull away just as the ball reaches you. With a bit of luck it'll shoot along, bypassing another awkward layer of opponents.

If you do manage to get an overhead shot in, usually from a cross, then the computer often gives the keeper no chance. You need to hit shoot and towards the goal when your player has his back to the goal and the ball comes behind him.



CROSSES

People don't tend to use these so in practice but if you manage to dash past the opposing midfield, normally when you've got five in your midfield, a cross (A and towards goal) can cause all sorts of trouble and, you can meet it with a powerful diving header or volley. Again, check your scanner to see if there are players coming in.



FOULS

ISS takes the hardline approach to tackles from behind – using the same rules that were recently introduced in the World Cup – so always be careful with your sliding tackles as the refs are a bit card happy. On the other hand it's pretty easy to provoke your opponent into getting booked, just by running away from him until he slides in. You might get a penalty or even get him sent off.



SHOOTING

The most common way to score in ISS is to clear up a deflected shot. So if you get to the edge of the box and have a sight of goal, don't be afraid to let one go. The chances are the keeper will only palm it away and you have a good chance of putting the knock down away. This is especially effective when you've been camped in the oppositions half and have plenty of players up.

FREE KICKS

Free kicks are pretty useful close to the box. You can try and curl the kick round the wall with aftertouch – it's difficult but looks good when it works. More realistically, lay it off to an unmarked player to shoot and get into the box to pick up the pieces. Better still, dink it over the wall for one of your runners to volley.



PENALTIES

They're a lottery, really, but if you're playing a human don't let the sneaky little bugger see where you're shooting. If you're the keeper always try to see where he's going to put the ball. Remember, as Bill Shankly said, 'Football's not a matter of life and death, it's far more important than that'.

TACKLING

There are two main ways of tackling in ISS. You can slide in, which covers a larger space and is a better stopper but has two disadvantages: If you miss you'll be left for dead and if you get the ball you're on the floor and unable to either keep possession or take full advantage of it.

The charge needs to be more precise but should you miss it's not the end of the world and if you do get the ball you can lay it off or whatever. Oh, and if you get the ball with the last line of defence hoof it upfield if you're in any doubt. There's nothing worse than gaining possession in your own box, faffing around and conceding a goal.

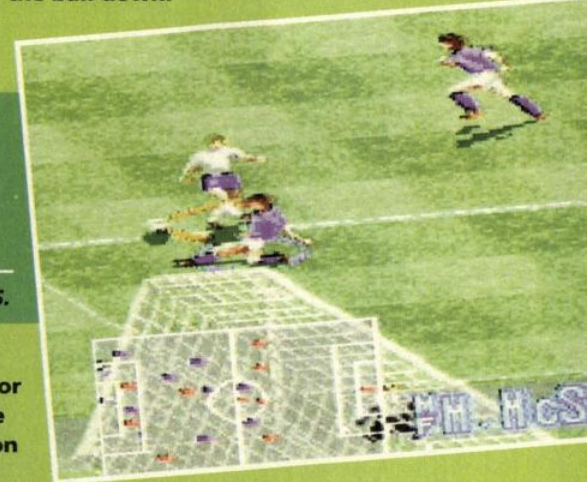
Two top cheats

I know what you're thinking. Yes, but how do I cheat? Well, like this: If you really can't be bothered to practice then try these little babies for that extra little yard of pace. Both these cheats only work in the open game so you'll never win the Cup using them. Still... To get full energy for your entire squad use controller two and tap in Up, Up, Down, Down, Left, Right, Left, Right, Left, Right, B, B, X, X, A, Y, A, Y, Right, Left, X gives you the sort of team managers dream about. If you were to buy this team, well, let's just say you couldn't.



HEEL LIFT

If you're dashing along and the ball is overhead release dash and press A or B to bring the ball down.





Q&A

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ON SALE 13 APRIL

WARIO BLAST

FEATURING BOMBER MAN

Fancy taking a guided stroll through the cratered garden of Wario and Bomberman? Well, your caring, sharing **TOTAL!** is only too happy to oblige. Oh, and any codes you see relate to the little chap Bomberman, 'cos we reckon he's cuter and quicker than Wario.



LEVEL 1 Normal Zone

Use bombs to blow up the Skull items that appear (remember that it works vice versa, and you can end up blowing up the decent power-ups).

Password: 5141

Unsurprisingly, the first boss you'll encounter is very simple to defeat. He's a very slow mover, as are the three smaller enemies he releases. These don't tend to hinder you as much as the later enemies, so firstly collect all the power-up icons, then constantly move around the arena in wide circles, laying bombs to knock out the small guys. You can also lay bombs near the boss, as he can



be hit at any time. Try not to get too close when directly in front of him (as always, it's best to attack from the rear) as he shoots single small balls at you. These always go vertically down, but can pass through blocks. He need only be hit three times, and the Kick special item is yours.



LEVEL 2 Warp Zone

- Remember that warp holes give brief invincibility to enemies, so they can't be hit by your bombs.
- The warp holes for each screen have distinct patterns, so learn them and predict where the enemy will appear.
- Leg it between warp holes if you've picked up a Skull item (you can return to normal when you've stopped flashing).

Password: 3569

The spinning nightmare vision of the Warp Zone guardian is deceiving, because it really ain't that difficult to do away with at all. It's slow and doesn't follow you around. Its movement pattern is also easy to predict. It moves around the arena in straight lines, going immediately to the top and travelling in a clockwise direction (around the outside first, then the inside). Gather all the bomb power-ups and wait in a suitable location. The boss will stop when he's close enough to you, so quickly place a bomb and avoid his flaming boomerang attack (it again only goes in a straight line, so it's easy). He can only be injured when he fires this weapon. You'll be given the Dash power-up after hitting it three times.



LEVEL 3 Arrow Zone

- The bomb guiding blocks are generally an aid to you, so free them as quickly as possible.
- Be careful not to try and kick bombs if they're on a blocked vertical arrow (because they won't budge).
- Change direction quickly on this level to avoid the enemies' moving bombs.

Password: 2828

This chilling monstrosity with balloons generally hovers around the middle of the arena, sweeping from left to right. He's a lot nippier than the previous two, and fires rounds of cat heads at you. Oh yes he does. Again, like the previous two, he stops to shoot you when he's close enough and you've stopped moving. The shots move in straight lines, but if you move, the next shot out of his mouth heads in that direction (although they don't deviate once they're out). He can only be attacked while



he's shooting, but he frequently pauses and opens his mouth (if you move in and out quickly), and this is the ideal time to bomb him to bits. Once defeated, the Trouncer item will be yours.



LEVEL 4 Fire Zone



● This level is peppered with short fuses and warp holes.

● Don't hold B (the Dash special item) and try to kick bombs into the path of the enemy, because B also stops

bombs once in motion, and they'll stop instantly. The short fuses don't help.

Password: 0874

One of the most irritating of enemies, this carnivorous flower is slow-moving but deadly. He fires his petals at you, and these move steadily



around the screen after you, generally from different directions. When you plant (boom boom) the bombs on this screen, make sure you don't have too far to run to safety because of the quick fuses you have from the Fire Zone. It's best to set up a crossfire, so once a petal is destroyed, the next bomb hits the big chap (or use two in a vertical line). It again can only be hit once it's stopped moving to release more projectiles. The pattern's not quite as predictable, so a drop of patience is necessary. You'll get the Liner power-up once you've destroyed this leafy git.

LEVEL 5 Coma Zone



● So named because of the paralysing gases that spew from vents. These don't kill you, but leave you open to attack.

● The gases can be unleashed by placing bombs on the vents.

● Don't worry about the time limits, because they're no problem, even on the harder levels.

● Collect bomb icons to be able to make use of the Liner special item from Level 4.

Password: 1726

The Coma Zone boss with the safety of his electric cloud is tricky to overcome, but not impossible. He shifts around the arena very slowly, but constantly chases you and frequently fires bolts of lightning. It's a big question of timing here. Place a bomb, then stop to make him

stop, and quickly move behind a block before the bomb goes off. You should find the blast catches him (as long as you've collected the Explosion Expander power-ups at the beginning – remember, all the bosses eat them up). It's easier to spot when he's vulnerable because the electric defence around his cloud disappears. You'll find the final special item, Moto, is just waiting for you.

LEVEL 6 Ice Zone

● Be aware of the slick floor and regenerating walls (not that much of a problem thanks to the Moto special item).

● Remember, planted bombs will go off in the paths of detonating bombs.

● Use Dash (by holding down B) all the time, as this tends to give you extra grip.



Password: 9618



The caterpillar-like monstrosity moves confidently around the icy floor here, like a miniature Jane Torvill. The missiles he fires move just as

quickly. Try not to slip too far into its path (the Dash power-up helps you get a better grip) and avoid its legs when you jump over blocks. It inflates as you hit it (twice) then chases you around when fully swollen, about to burst like a bomb. The top left-hand corner, to the right of the top block is invariably a good place to avoid the blast. Then, once deflated, move in and drop a bomb. This means it's going to take a lot longer than any previous level guardian, but it's not that difficult to carry out. There's no special power-up at the end of this battle. Aaah.

LEVEL 7 Bum Zone



● The levels are very easy, but the fuses are shorter than ever.

● The second and third sub-levels have

guiding arrow blocks, so free them quickly to be able to use them.

Password: 7110

The fastest guy yet, this black knight homes in quickly on you. He'll come at you twirling both his swords. This is when to unleash your bombing power (unlike the others, he won't stop to allow you more time). After a couple of hits, he'll hurl his swords at you. Use the method as explained



for the Level 5 boss, where you place a bomb before moving. Remember, you can leap over blocks using Moto from Level 5 to gain protection from the blast (and don't forget the exceptionally short fuses). This boss is a walk in the park compared to the next, though...

LEVEL 7 Power Zone

● You don't have to worry about collecting power-ups or avoiding the skull items – because there aren't any!

● You do get maximum high explosive bombs, so the levels are over very quickly.



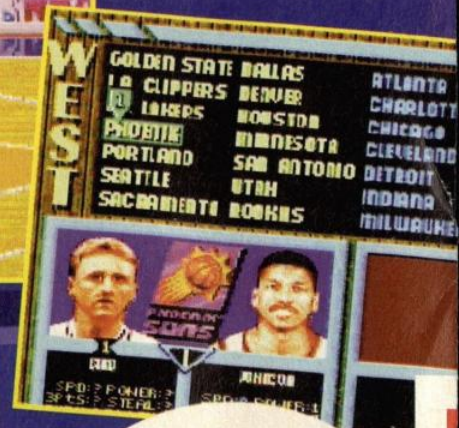
Password: 3158

With no form of power-ups to collect throughout the Power Zone, you're going to have a job with this brute. The giant robotic Bomberman moves in straight lines, but has a terrifying arsenal (definitely a match for your high explosive bombs). Like the very first boss, don't get too close to him from the front, as he fires beams from his long arms. The missiles he shoots home in on you, and have to be destroyed before you can damage him. You're



going to have to be quick, because he instantly fires another and that's the only time to hit him. The most effective method is to work on the vertical outside lines. Start from the bottom and move up, dropping bombs in the gaps and jumping the blocks. The hide to the right of the top block. They'll go off in sequence, destroying a missile then hitting the guardian. After a while, he'll turn into a head with giant boxing gloves. He's quicker like this, but the missiles can be avoided easily, and bombs placed nearby. The final stage is a revolving head which spits four balls. Stay towards the middle of any side of the head and they'll pass you by, by which time you should have placed a bomb and legged it.

Not only is it arguably the greatest sports game in the world, **NBA Jam Tournament Edition** is also absolutely chocka with yet more secret cheats and characters. The next four pages are so obscenely packed with hints that it's probably illegal. But here goes anyway.

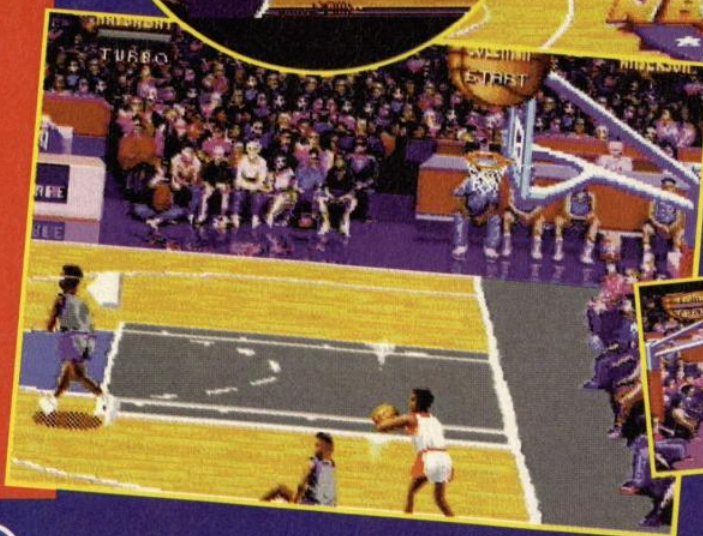
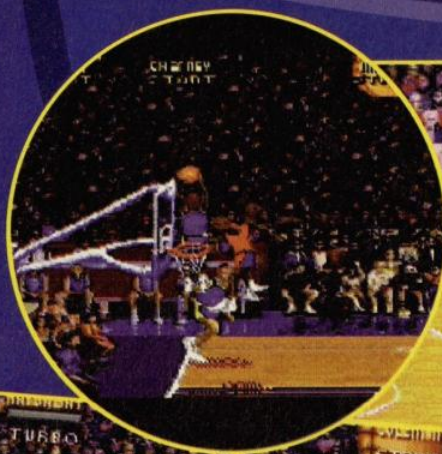


NBA Jam Tournament Edition

To activate the following cheats, very rapidly tap in the button combinations on the match up screen.

The final nine cheats have a little message displayed on screen when they're activated.

- URRLADLLRB**Teleport pass
- UUUULLLLBA**.....Speed up
- AAAAARRRRR**Court gets slippery
- UDUDRUAAAAD** .Shots travel in high arc
- UUUULLLLAB**.....Push an opponent and his team mate falls over
- UUUULLLLAA**Push your opponent and both he and team mate falls over
- DRABARD**pushes opponents a long way
- LRABBA**.....You can dunk from anywhere
- DRRBAL**.....You're always on fire
- BBBADDUL**.....Unlimited turbo
- ABUABUD**Improved offence
- UDLRLDU**Three point percentage increase
- RUDRDU**.....You can now goal tend
- LLLLAR**.....Improved interception

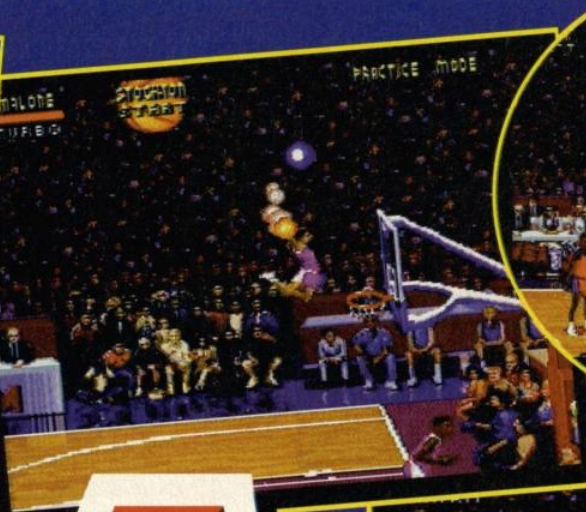


SECRET CHARACTERS

And now for those wild and whacky secret characters that you can get to play in the game with just a few quick button presses. All you have to do is get to the screen where

you enter your initials.

Choose the character you want and enter the initials printed below one at a time. After each initial is entered, press the appropriate buttons which are also printed here. If, for example you wanted to play as Bill Clinton you'd enter **C** then press **A+START**. Then enter **I** followed by a press of any fire button. And final enter **C** followed by **B+START**. Remember that when it says any fire button you don't need to press **START** with it.



JAM

Edition Tips

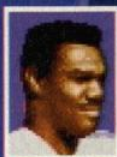
CELEBRITIES



ADROCK

Initials - ADR

Joypad presses - Any fire button, Y+START, B+START



RANDALL CUNNINGHAM

Initials - PHI

Joypad presses - Any fire button, A+START, Y+START



PRINCE CHARLES

Initials - ROY

Joypad presses - B+START, A+START, any fire button



FRESH PRINCE SMITH

Initials - WIL

Joypad presses - Y+START, B+START, any fire button



JAZZY JEFF

Initials - JAZ

Joypad presses - Y+START, A+START, A+START



BILL CLINTON

Initials - CIC

Joypad presses - A+START, any fire button, B+START



HEAVY D

Initials - HVY

Joypad presses - A+START, any fire button, B+START



MCA

Initials - MCA

Joypad presses - B+START, B+START, any fire button



HILARY CLINTON

Initials - HC

Joypad presses - Any fire button, B+START, any fire button



MIKE D

Initials - MKD

Joypad presses - Y+START, any fire button, Y+START



FRANK THOMAS

Initials - SOX

Joypad presses - B+START, any fire button, A+START

ACCLAIM CREW



ASIF CHAUDHRI

Initials – AMX

Joypad presses – Any fire button, A+START, Y+START



ERIC KUBY

Initials – DAN

Joypad presses – Any fire button, B+START, A+START



ALEX DE LUCIA

Initials – XYZ

Joypad presses – B+START, B+START, A+START



WES LITTLE

Initials – HTP

Joypad presses – A+START, any fire button, Y+START



DAN FEINSTEIN

Initials – RAY

Joypad presses – B+START, A+START, any fire button



ERIC SAMULSKI

Initials – AIR

Joypad presses – Y+START, any fire button, B+START



BRETT GOW

Initials – LGN

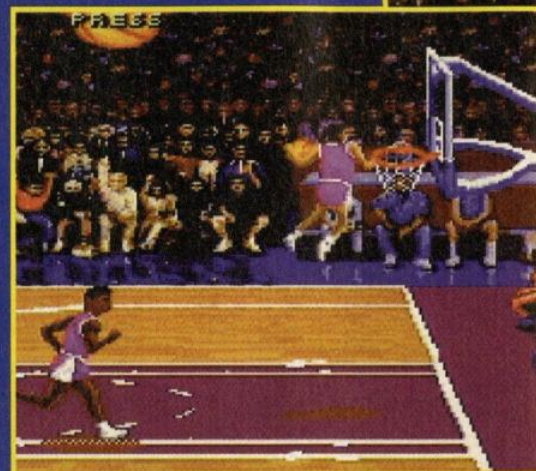
Joypad presses – A+START, B+START, any fire button



SCOTT SCHENO

Initials – KSK

Joypad presses – any fire button, B+START, Y+START



NBA CREW



LARRY BIRD

Initials – BRD

Joypad presses – A+START, Y+START, A+START



MASCOTT BULL

Initials – BNY

Joypad presses – B+START, any fire button, Y+START



CAROL BLAZEKOWSKI

Initials – BLZ

Joypad presses – Y+START, any fire button, Y+START



MASCOT GORILLA

Initials – GOR

Joypad presses – Any fire button, B+START, B+START



MASCOTT HORNET

Initials – HGO

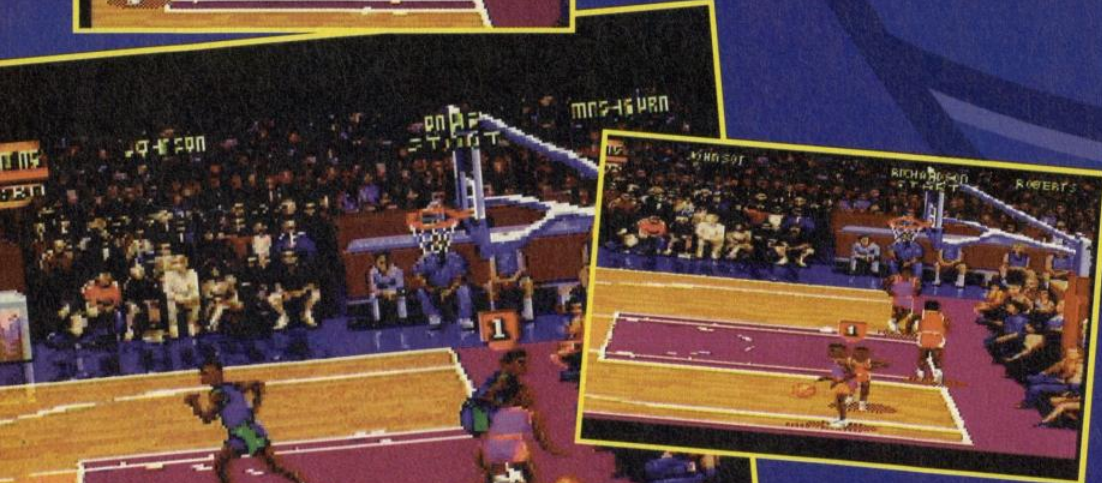
Joypad presses – Any fire button, Y+START, A+START



MASCOT WOLF

Initials – CRN

Joypad presses – A+START, B+START, any fire button



IGUANA



JASON FALCUS

Initials – JF_
Joypad presses – A+START, any fire button, Y+START



SNAKE PALMER

Initials – GOF
Joypad presses – A+START, Y+START, B+START



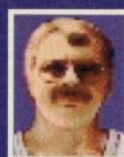
NEIL HILL

Initials – NDH
Joypad presses – A+START, B+START, A+START



CHRIS KIRBY

Initials – CK_
Joypad presses – B+START, any fire button, Y+START



JAY MOON

Initials – JAY
Joypad presses – Any fire button, A+START, B+START



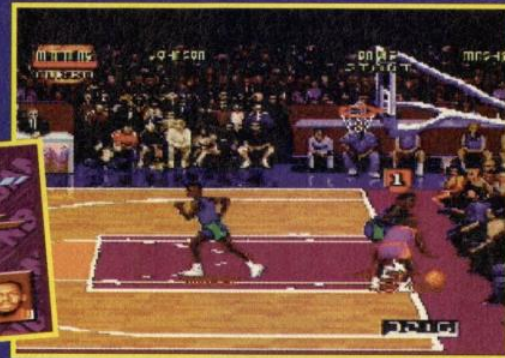
MIKE MUSKETT

Initials – MOM
Joypad presses – B+START, B+START, Y+START



MILO STUBBINGTON

Initials – MPF
Joypad presses – B+START, Y+START, any fire button



WILLIAMS



JOHN CARLTON

Initials – JMC
Joypad presses – Y+START, Y+START, B+START



JAMIE REVITT

Initials – RJR
Joypad presses – Any fire button, A+START, Y+START



SAL DIVITA

Initials – SAL
Joypad presses – A+START, Y+START, any fire button



MARK TURMELL

Initials – MJT
Joypad presses – A+START, any fire button, A+START



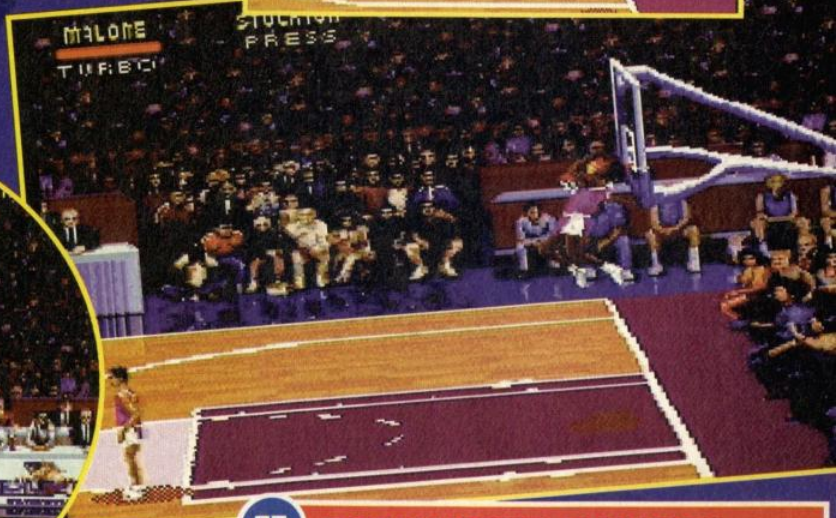
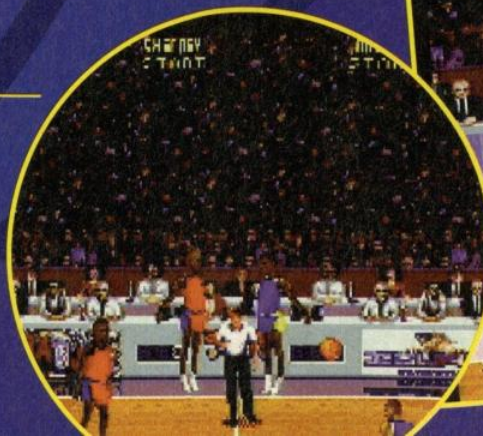
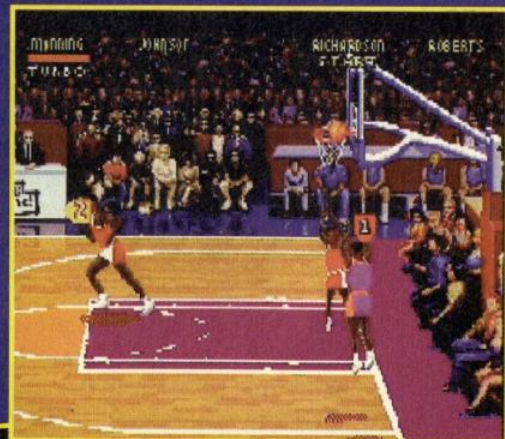
TONY GOSKIE

Initials – TWG
Joypad presses – B+START, any fire button, A+START



SHAWN LIPTAK

Initials – SL_
Joypad presses – Any fire button, B+START, B+START



PLAYER'S GUIDE PART 2

UNIRALLY



Okay, so you can now do the Bronze tracks. So what? Compared to what's coming they're easy. First of all you'll have to play the two new characters, Jumper and Bounder, and all the bronze tracks again – but much quicker – before you even get the chance to test yourself on the Gold tracks.

For those who weren't here last month we'll recap on the track and buttons.

GENERAL UNICYCLING TIPS

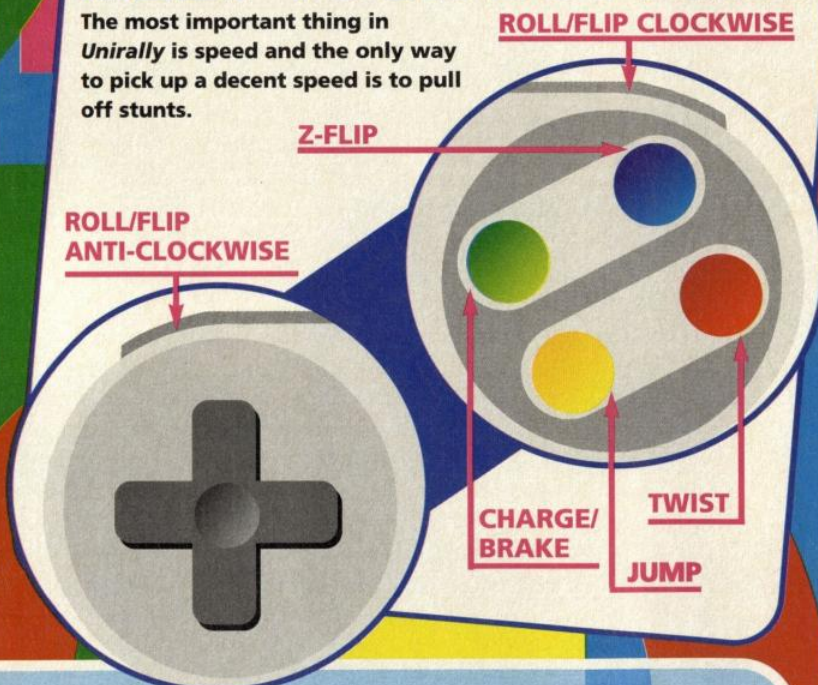
TRACK READING

The colours on the track aren't there for fun, you know. To succeed in this game, where hazards zoom up at such a speed, you need to know your Uni Highway Code.

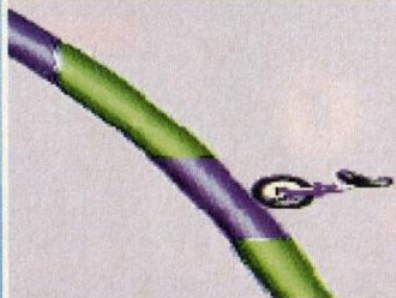
-  Green means go. You are safe to jump, twist or Z-flip to your heart's content.
-  Orange means caution and it also means goo.
-  Red means don't jump – there's something tricky coming up.
-  Yellow generally means get ready to jump when the blue and yellow stripes turn solid yellow.
-  Chequered means that you're near the end.
-  Arrows just shove you about. You cannot argue with them, so it's not worth trying.

MEET YOUR BUTTONS

The most important thing in *Unirally* is speed and the only way to pick up a decent speed is to pull off stunts.

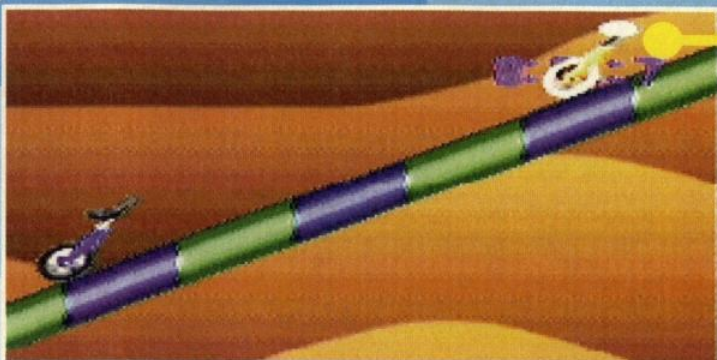


JUMPER



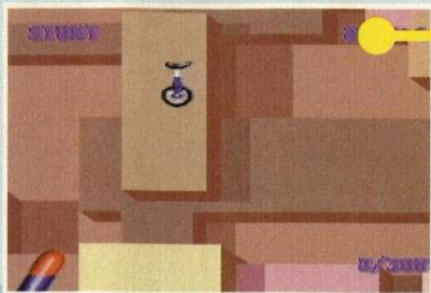
1. WOBBLER

Start with a very quick roll and jump again to get a double roll or flip in. You should bounce again and get another one or two in and be well ahead. Watch out for some red track and some cutback arrows coming up. You want to stop just as you come off the end of the track, if you don't, you should be pointing back the other way. Next up is a long straight slope down to the left followed by a group of four cutbacks. You'll end up on yet another massive downhill slope to the left which finishes with a big ski-jump. Take full advantage – we're talking triples with spins – and get ready for another. After that it's just another slope and a cutback before a quick undulate to the finish line.



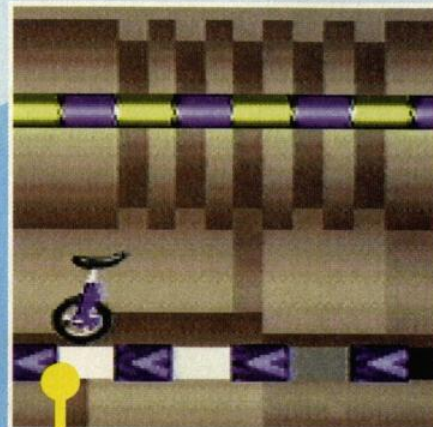
2. TWIN PEAKS

As you might imagine Twin Peaks is dominated by two huge climbs so you need to get a quick-start roll in and start climbing. As soon as the track flattens out, get another roll in and climb again before a rollover back to the left. Remember though, always roll in the direction you end up going (the opposite of the approach). Start climbing again but this time at the end there's a huge ski-jump. This is a chance to go right over the top. Just keep going and you'll be turned back to the right for the run into the start again.



3. SKIER

Skier is Jumper's very own stunt track and is simple, if spectacular. There are two big ski jumps to the right followed by a huge perpendicular arrow climb before the whole thing loops back to the start – lots of rolls and flips, with twists for the jumps and a quick roll at the top of the climb should see you through.



5. SMALL CUT

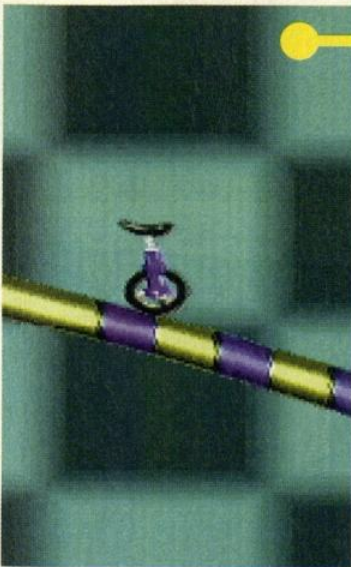
Half way round Small Cut, after a long wobbling climb to the right and a large rollover, you'll hit some arrows and another slope to the left. At the top is a section of yellow ramp; jump at the right time and you'll get onto another section of track that takes you above the rest. Really, though, you're better off not trying to jump as the upper section has purple sticky goo whilst the lower is shorter and clearer.

4. LOOP BACK

Loop Back has two identical complex 'junctions'. After two hillock-type jumps you'll get to a perpendicular climb. If you don't sail over it you need to roll with jump pressed to get onto a set of arrows which take you to a roll-under, which in turn chucks you into the air above some more arrows. A quick roll off to the right again and then another junction exactly the same and you should be through okay. The main thing is not to try to jump after the first arrows in each junction or you'll hit the fluffy stuff that chucks you backwards, taking valuable time and momentum.



BOUNDER

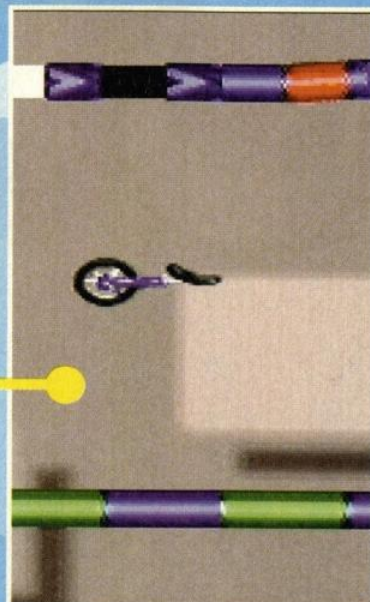


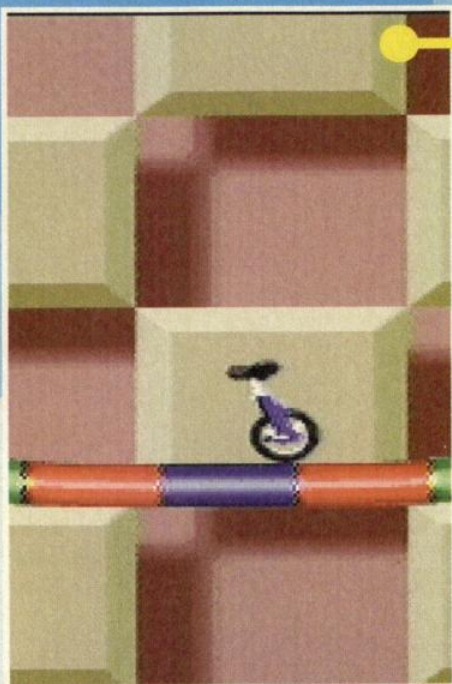
1. LAST ONE

Last One's got a sneaky little short cut that you'll need against better opponents. At the start there's a slope before a yellow hillock jump. Go over it at full pelt and you'll get plenty of air and go through two downward spirals – the first bottoms out to the right and the second to the left. Slow down before the hillock, though, and you'll go under the main track and skip the first spiral saving lots of precious time.

2. MARATHON

There are four main features to Marathon. The first, right at the start, is a series of terraces. Just keep pushing right and you'll skip along them easily. Then, after a brief incline you'll come to a familiar roll-under followed by a good long steep slope for some quick stunts. Next is another roll-under but this one drops you straight onto a cutback so get ready to reverse direction.





3. CIRCLE

Circle is nothing but a stupidly deep half pipe. Start off with a quick charge (brake button) and just go up the walls. If you press the jump button while rolling you'll either hit the wall or end up in the middle losing all momentum. So don't do it!

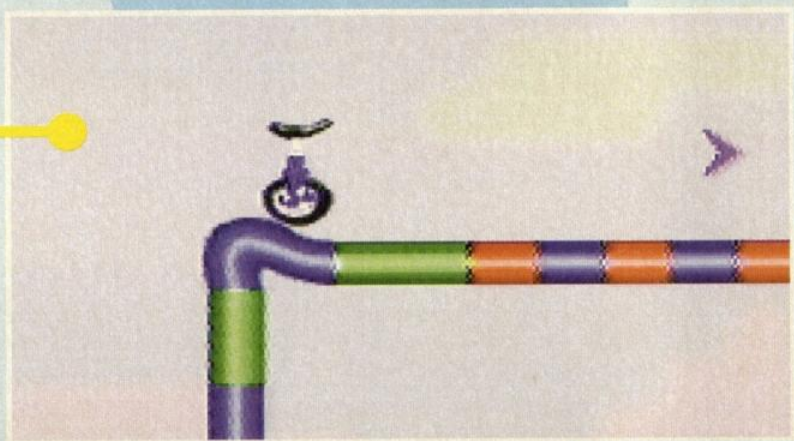
4. PLINKEY

Plinkey has lots of goo, so keep a look out for the orange track. It starts off with a cut back and roll-under before going into a shallow incline. At the top there are two more bits of goo followed by another roll-under. After this there's a small short cut. When you reach the yellow track get ready to jump over a gap to skip three time-consuming, momentum-sapping cut backs.

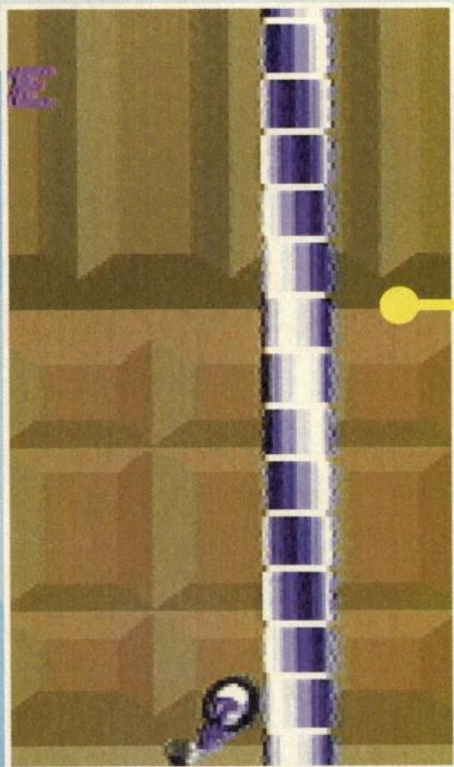


5. JUMP OVER

The main thing about the Jump Over track is a half pipe at the start, which follows some yellow track. As you might have already guessed, the best way to deal with it is to jump over. Try and get right on the lip, at the end of the solid yellow bit, and then rollover. If you fall in, charge up and press roll and jump while you're in the air to get over the edge. Apart from that the most interesting thing is a series of shelves following a steep slope to the left. Just keep going and you'll skip over them with no problem.



RUNNER



1. UP AND DOWN

This track has three downward spirals. The most important thing is to be ready when they bottom out. The first two go to the right and the third goes left and leads on to three jumps over cliffs. Roll over them and make sure you make it. If you hit the wall and have to charge to get over then you've had it, really.

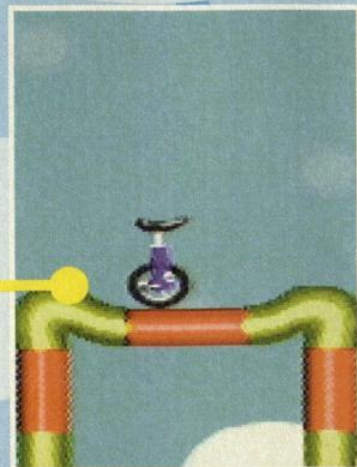


2. HIGH ROAD

This is one of the strangest courses in the game. It starts off with two half pipes (preceded by yellow track) which you should jump over before it launches you through space at a huge wall. At the foot there are two quarter pipes. Just bounce over these to the left and it's back round to the start.

3. SPINE

This is another symmetrical stunt course, dominated by a large-lipped platform in the centre. You don't have to get over it, however, and you should concentrate on rolling back down the side and back to the very top of the course.



RACE

4. BOO!

Boo! pretty much chucks you around. You start with three small drops onto cutbacks and some terraced arrows. At the end of the course is a series of roll-unders, which you should be more than familiar with by now.

5. FIRE ESCAPE

Fire Escape also features lots of little drops at the start, but in a herringbone pattern. The last but one is yellow. Jump here and you'll skip a cutback, saving precious time.

SPRINTER

1. VERTICAL

This course gets its name from the arrow walls that dominate its central area. It all starts fairly gently with a long undulating run up to a jump which takes you onto another track. From there it's round, via a roll-over and an arrow wall to a downward spiral which bottoms out right, launching you into a tabletop jump. As usual, roll here. Next is another huge wall and a rollover before one of the longest home runs in the game. Get those rolls in!

2. FLASH

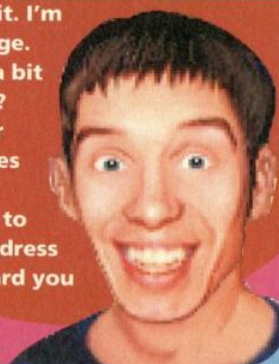
Flash starts off with a hill jump before launching you above some arrows. This is one of the biggest still-airs in the whole game. Next it's along to a vertical jump. If you don't press jump and a direction or roll you'll just come straight back down on the wrong side so, um, do. Then it's just pretty much back round to the start.

3. LITTLE DIPPER

Little Dipper is basically a series of bowls above an undulating base. If you fall onto the base then you need to get back up to the bowls as quickly as possible. Jump at the top of one of the bumps to do so.

UNIRALLY

Well, that's it. I'm out of tippage. How about a bit of feedback? Send in your best lap times and highest stunt scores to the usual address and I'll reward you with a T-Shirt.



4. FRUITBAT

Fruitbat is one of those courses that doesn't really have anything new but has one of everything else. It starts off with a very long straight before a jump onto a cut back. Then, there's a roll under followed by a big jump above a long, steep slope for some of the biggest stunts in the game. Next there are two rollovers, a long straight, some goo and two little terraces that drop onto each other, Fire Escape-style.

5. 123 JUMP

There are three biggish jumps at the start that must be cleared; fail to make them and you'll be dumped in to a huge orange U so make sure you don't do anything flash. Next up is a vertical jump like the one in Flash so rollover and come down to the left at the bottom of the wall next to it. Take full advantage of the long shallow slope and straight that take you back to the start. Hurrah! You've completed Unirally.

TOTAL! RECALL

It really is time to bid au revoir, auf Wiedersehen, ciao and other clever-dick phrases meaning see ya! to the Nintendo Entertainment System. That crazy little thing called NES. No more titles will be produced for the little bugger, that's yer lot. We send it out not with its tail between its legs, however, but instead with a stonking **TOTAL! bang.** On yer bike NES.



★BEST★OF★NES★

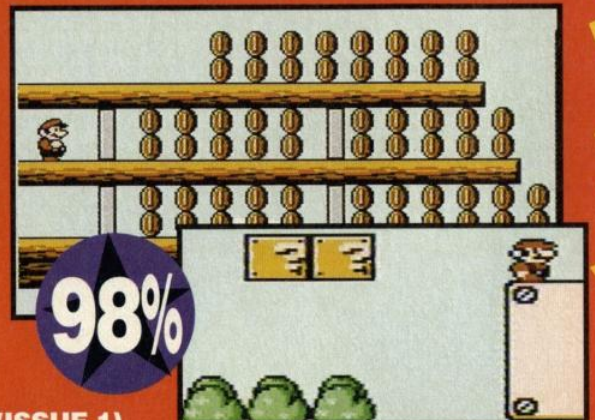
Yes, it's goodbye, goodbye, but as the song goes, there really is a silver lining in the sky. As we finally shrug off the past and head full steam ahead with the future of Nintendo, it is with NES held high. With the SNES in full control of the console market and the Ultra 64 looming large on the horizon, NES prices have been slashed. With carts down to a fiver and consoles available for as little as twenty five quid (not bad!) the market for very cheap Nintendo classics will surely continue in an underground second-hand sneaky sort of way.

As our parting gift, **TOTAL!** has a complete list of all your favourite NES titles, together with the top ten NES games ever reviewed and where to find solutions to every NES game we've ever tipped. Plus there's a big stack of games to give away. Not a bad send off. The NES is dead, long live the NES.

1. SUPER MARIO BROS 3

Superb then, and still a totally stunning platform romp. 'Super Mario Bros 3 is utterly, utterly superb. The graphics and sound are brilliant and the size of the quest is mind-boggling. If *SMB3* got jammed in my NES and I could never play another game, I really wouldn't care'.

STEVE JARRATT (ISSUE 1)



2. ELITE



Massive space-flight sim and shoot-'em-up, which is still great fun now. 'One of the best NES games ever! It's easy enough for anyone to play, but tough enough to keep you at it for months. *Elite* is simply brilliant!'

CHRIS BUXTON (ISSUE 11)

3. LOW G MAN



With gorgeous backdrops, stunning sprites and frantic soundtrack, this futuristic combat platformer was years ahead of its time. 'It's huge, it's playable, it's challenging, it's ingenious, it's original, it's beautifully designed and it's totally compulsive'.

ANDY DYER (ISSUE 2)

4. KICK OFF

93%

We never thought you'd look at another NES footy game again, and we were right.

'This is superb. Against the computer you're going to have a riot, but play with a friend and your family is going to have to drag you screaming from the NES. *Kick Off* is here and it's brilliant!'

ANDY DYER (ISSUE 4)



5. NEW ZEALAND STORY

93%

This is an impossibly cute – if slightly too yellow – mix of fun-packed platform-jumping, deep sea diving and high-flying action.

'No doubt about it, this near perfect conversion of a near perfect coin-op is a game you've got to have in your collection. Get it or migrate'.

ANDY DYER (ISSUE 5)



6. BATTLETOADS

This huge platformer would not look out of place on the SNES even now.

'An amazing-looking arcader that sets standards, breaks moulds and does lots of other groovy things too. It's the best blast I've had in a long time. This game's big and very tough, but you'll want to finish every single level'.

ANDY DYER (ISSUE 11)



92%

7. BATTLE OF OLYMPUS

92%

A monstrously huge platform adventure in which Greek hero Orpheus (dressed in a white skirt and sandals) sets off to get his woman (and no doubt

give her clothes back). Full of hidden delights.

'This is a lot prettier than many adventures and there's plenty of slice 'n' dice action. Variety, good atmosphere and a quest that goes on and on!'

ANDY DYER (ISSUE 1)



8. MICRO MACHINES

92%

Brilliant and responsive, this is the best ever race game on the NES, as you leg it round the kitchen and the bath.

'Ace racer! This game's fast, fun and fab. It's one of the best games to hit the NES and it looks absolutely amazing as well! Fab two-player game too!'

STEVE JARRATT (ISSUE 9)



9. RAINBOW ISLANDS

92%

Huge platform adventure which was the sequel to *Bubble Bobble*, it is very possible that you still haven't finished this game three years on.

'One of the greatest coin-ops in living memory, ported almost (almost) perfectly to the NES. Get it now, immediately, if not sooner! Incredibly addictive, you may be playing this for years'.

ANDY DYER (ISSUE 5)



10. COSMIC SPACEHEAD

A huge quest which is a real test of brain-power and arcade skills. Very clever and with loads of humour.

'Cosmic Spacehead is an adventure game. That means you need brains and patience. That's enough to put arcade nutters off completely, but everyone else will love this to bits'.

CHRIS BUXTON (ISSUE 24)



90%

A guide to NES beat-'em-ups

BATTLETOADS VS DOUBLE DRAGON

90% (Issue 24)
Good-looking game which is a bit easier than *Battletoads*. One of the best NES titles around.

BLUE SHADOW

74% (Issue 13)
Platform beat-'em-up. Yes, now you too can be a well 'ard Ninja. Stunning graphics and a thoroughly enjoyable two-player mode.

PUNCH OUT

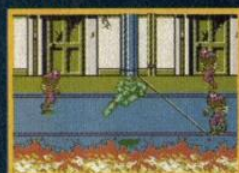
74% (Issue 11)
Based on an ancient coin-op. Limited gameplay, but if ducking and diving is your thing, then you won't find a better NES boxing game.

KABUKI QUANTUM FIGHTER



71% (Issue 13)
Very similar to *Blue Shadow*. Nifty graphics but some ropey level design.

TURTLES



68% (Issue 13)
Scamper around and cause some trouble as the pizza-munching turtles. Mine's an American Hot.

STREET GANGS

61% (Issue 12)
An odd-looking and very unspectacular beat 'em up with a few good touches and a whole lot of mediocrity. A bit of fun with two players.

GEORGE FOREMAN'S KO BOXING



51% (Issue 15)
Just like George Foreman, this game looks old and doesn't have the oomph to compete. Annoying gameplay as well!

WWF STEEL CAGE

40% (Issue 13)
There's a steel cage and some garishly dressed WWF wrestlers, but any challenge or gameplay seems to have gotten lost somewhere along the way.

TOTAL! RECALL

4-PLAYER TENNIS (52%) Iss 10
A few new ideas, but it's ruined by bad controls and dodgy collision detection.
A BOY AND HIS BLOB (55%) Iss 2
Original with nice backdrops, but it's too slow and lacks action.
ACTION IN NEW YORK (69%) Iss 12
A tasty blaster which is similar to *Probotector*, but with only five levels.
ADDAMS FAMILY (55%) Iss 7
Playable at first, but marred by poor collision detection and over easy levels.
ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT (74%) Iss 18
Much more playable than the first game, but still not tough enough.
ADVENTURE ISLAND II (57%) Iss 9
Loads of levels, but it's too simplistic and there's not enough going on.
ALFRED CHICKEN (80%) Iss 23
A good, solid platform game, with plenty to do and see.
ATF STEALTH (21%) Iss 17
A flight sim with very little variety and nothing to offer. Monotonous stuff.
BAD DUDES (39%) Iss 13
Yes, a bad beat-'em-up - bad sounds, bad animation and bad gameplay.
BARBIE (19%) Iss 20
Even Barbie fans will get no enjoyment from this. Absolutely appalling stuff.
BART VS THE WORLD (67%) Iss 8
A tough platformer with five massive levels and lovely backdrops.
BARTMAN VS RADIOACTIVE MAN (67%) Iss 18
Lots of variety, but it can get fairly frustrating.
BATMAN (81%) Iss 1
A tough platformer with five massive levels and lovely backdrops. A must.



BATMAN RETURNS (48%) Iss 15
A run-of-the-mill platformer that lacks inspiration and imagination.
BATMAN: RETURN OF THE JOKER (64%) Iss 12
A bit sluggish and unresponsive. Not impressed.
BATTLETOADS (92%) Iss 11
Tough, amazing-looking arcade that sets new standards for the NES.
BATTLETOADS VS DOUBLE DRAGON (90%) Iss 24
Excellent scrolling beat-'em-up.
BATTLE OF OLYMPUS (92%) Iss 1
A truly engrossing and highly playable quest with lots to discover.
BAYOU BILLY (22%) Iss 4
An awful mixture of ripped-off game styles. The worst Zapper game ever.
BIONIC COMMANDO (63%) Iss 13
Not awful, but it hasn't got the playability of the arcade original.
BLADES OF STEEL (75%) Iss 27
A highly playable ice hockey sim which will keep you going for months.
BLASTER MASTER (71%) Iss 6
Neat graphics and lots of exploring, but no passwords and it goes on a bit.
BLUES BROTHERS (30%) Iss 12
Tough, mazy platformer with big, varied levels, but its looks let it down.
BLUE SHADOW (74%) Iss 4
A slick platform hack-'em-up. Great backdrops and varied enemies.
BOULDERDASH (90%) Iss 1
Addictive and challenging diamond-collecting, boulder-dodging action.
BUBBLE BOBBLE (80%) Iss 1
Frantic, addictive platform action. An almost perfect arcade conversion.
THE BUGS BUNNY BIRTHDAY BLOWOUT (31%) Iss 4
Crap scrolling 'n' graphics and dull levels.
BUCKY O'HARE (86%) Iss 16
The difficulty level's a bit patchy, but it's a huge, great-looking platformer.
BURAI FIGHTER (77%) Iss 16
A solid blaster with a good mix of mindless blasting and tactical play.
CAPTAIN PLANET (70%) Iss 3
A scrolling shoot-'em-up with brilliant animation and a varied challenge.
CAPTAIN SKYHAWK (83%) Iss 1
A superb blast-'em-up with smooth graphics and frantic action.
CASTELIAN (71%) Iss 8
Frustrating, but enjoyable climb-'em-up. Difficult yet compulsive.
CASTLEVANIA (71%) Iss 7
A big, fun game, although you may find the gameplay a little repetitive.
CASTLEVANIA II (61%) Iss 7
More adventure than the first game, but still pretty repetitive.
CASTLEVANIA III (80%) Iss 7
The best of the *Castlevania* series. A meaty beat-'em-up with lots of action.
CAVEMAN NINJA (67%) Iss 4
Looks good, but plays bad. Repetitive and badly structured.

CHIP 'N' DALE RESCUE RANGERS (81%) Iss 4
Good fun, but it's a bit easy.
COOL WORLD (33%) Iss 18
Who would've thought it possible? This is even worse than the dire film.
COSMIC SPACEHEAD (91%) Iss 24
Tough platform puzzler which looks great and plays well.
CRASH DUMMIES (71%) Iss 19
Nice graphics, but the action is unimpressive and the big levels are a drag.
CRACKOUT (22%) Iss 8
Classic *Breakout* style, but poor design and stupid additions make it tedious.
DARKWING DUCK (62%) Iss 23
Polished cart with some rewarding gameplay, but only four levels.
DAYS OF THUNDER (61%) Iss 13
Clever view of the track, but the races are extremely boring.
DEFENDER OF THE CROWN (71%) Iss 1
Complex quest which doesn't quite work.
DEFENDERS OF DYNATRON CITY (37%) Iss 12
Basic, boring and cruddy all round. Avoid this game.
DIE HARD (78%) Iss 7
Looks tatty, but there's a neat game inside. Realistic and engrossing.
DIGGER T. ROCK: THE LEGEND OF THE LOST CITY (58%) Iss 1
Great visuals, but it's deathly dull.
DISNEY'S ADVENTURES (44%) Iss 10
Five poor sub-games thrown together. Basic and glitchy.
DEZZY (90%) Iss 12
Massive, good-looking arcade adventure. Lots of variety, lots of challenge.
DRACULA (60%) Iss 22
Smart graphics and animation, but it's too easy and unoriginal.
DRAGON'S LAIR (83%) Iss 3
A bit straightforward, but intriguing puzzles and amazing animation.
DONKEY KONG (40%) Iss 5
Two ancient platform games which are beginning to show their age.
DOUBLE DRAGON II (43%) Iss 14
More dull beat-'em-up 'action' from the dull *Double Dragon* team.
DOUBLE DRAGON III (36%) Iss 11
It's tough, but you'll get bored before you finish it. Repetitive and unoriginal.
DOUBLE DRIBBLE (67%) Iss 27
Simple basketball sim that's enjoyable, but lacks variety. For big fans only.
DROPCOME (90%) Iss 14
An oldie, but it's a frantic mega-blast and ideal for a swift pick-up 'n' play.
DUCK HUNT (43%) Iss 4
Okay if you get it free with the Action Set but don't buy it separately.
DUCK TALES (69%) Iss 2
Unoriginal but playable title. Good animation and loads of groovy sprites.
DUCK TALES 2 (55%) Iss 2
A fun, playable platformer, which you will complete in an evening. Pity.
DYNABLAST (90%) Iss 13
Probably the best multi-player game you'll ever see on the Game Boy.
ELIMINATOR BOAT DUEL (56%) Iss 17
Fun for a while but ultimately boring. Ho-hum.
ELITE (98%) Iss 11
This shooting explore-'em-up is old, but ace. Huge, absorbing and tough.
EMERGENCY STRESS BACK (89%) Iss 12
Just a platformer at heart, but it's big, good-looking and fun.
FAXANADU (88%) Iss 13
Zelda-type adventure full of little puzzles. Great to look at and play.
F-15 STRIKE EAGLE (56%) Iss 9
An okayish flight sim, but the graphics and sound are unspectacular.
FERRARI GRAND PRIX CHALLENGE (61%) Iss 9
Some nice ideas but the awkward controls make it too unplayable.
FESTER'S QUEST (14%) Iss 22
A very shoddy game, where you wander around doing very little.
FIREHAWK (80%) Iss 22
Challenging and strategic shoot-'em-up, but it's let down by its graphics.
THE FLINTSTONES (46%) Iss 10
Lovely graphics, but the finicky gameplay makes it too frustrating.
GALAXY 5000 (55%) Iss 7
Futuristic race and blast-'em-up which is absorbing, but too hard to control.
GARGOYLE'S QUEST 2 (82%) Iss 26
Colour version of the Game Boy classic.
GAUNTLET II (80%) Iss 1
Smooth scrolling and 100+ levels. Almost perfect conversion of the coin-op.
FOREMAN'S KO BOXING (81%) Iss 15
Very basic stuff - like the man himself.
GHOSTBUSTERS II (52%) Iss 5
Some decent graphics and varied opponents, but it's far too easy.
GHOSTS 'N' GOBLINS (58%) Iss 20
More of an endurance test than a game of skill. Leave well alone.
GOALI (39%) Iss 1
Lousy graphics, confusing gameplay and slow action.

GODZILLA (10%) Iss 8
Crap, crap, crap, crap, crap. And crap.
GOLF (70%) Iss 21
Crude and conventional sim which is easy to play and good for a laugh.
GREMLINS II (73%) Iss 5
Challenging platform shoot-'em-up. The graphics are great, gameplay less so.
GUMSHOE (75%) Iss 4
More like a *Mario* game than a Zapper one. Fun, but a bit too weird.
HAMMERIN' HARRY (58%) Iss 14
Looks nice and plays well, but it's unoriginal and far too easy.
HIGH SPEED (47%) Iss 8
A pinball game with messy visuals and frustrating gameplay. Very limited.
HOGAN'S ALLEY (64%) Iss 4
Point 'n' shoot action which is fairly entertaining, but lacks variety.
HOME ALONE (61%) Iss 16
Looks a real dud at first, but once you get into it, you'll find it's quite fun.
HOOK (84%) Iss 6
A neat movie licence with sweet gameplay and bright, clear graphics.
HUNT FOR RED OCTOBER (32%) Iss 7
This shooter gives you lots of weapons, but it's too slow.
IKARI WARRIORS (59%) Iss 20
Tough shoot-'em-up which is too badly designed to be any fun.
IRON SWORD (79%) Iss 13
Aka *Wizards & Warriors 2*, this has great animation, but is too frustrating.
ISOLATED WARRIOR (72%) Iss 1
Fast, furious 3D-ish shooter. Good fun, but the levels drag on a bit.
IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD (54%) Iss 1
Too easy, but its still fun with friends.
JACK NICKLAUS GOLF (57%) Iss 4
Detailed views and loads of features,



but it's too inaccurate.
JACKIE CHAN ACTION KUNG FU (60%) Iss 7
Smooth and smart-looking, but the action is too simplistic.
JAMES BOND JR (79%) Iss 17
Nice graphics and a huge game area, but it's not challenging enough.
JIMMY CONNORS TENNIS (62%) Iss 25
Fluid tennis sim, which, unfortunately, is too difficult.
JUNGLE BOOK (90%) Iss 28
Polished platform game which should put a few Super NES games to shame.
JURASSIC PARK (79%) Iss 23
A nice-looking game which is quite fun to play, but a bit slow in places.
KABUKI QUANTUM FIGHTER (71%) Iss 13
Nifty graphics, but the levels are badly designed and it's all rather average.
KICKLE CUBICLE (62%) Iss 4
This novel puzzler has great graphics and sound, but it's a bit easy.
KICK OFF (93%) Iss 4
Nayable, challenging and fast. This really is a remarkable game.
KIRBY'S ADVENTURE (53%) Iss 23
Lovely-looking platformer with loads of overly easy sub-games.
KONAMI HYPER SOCCER (83%) Iss 6
Fast and fun, with a good two-player game, but it's a bit easy.
KUNG FU (36%) Iss 13
Tedious beat-'em-up with naff controls and lots of walking along.
LEMMINGS (85%) Iss 11
The world's most sadistic puzzle game hits the NES, and it's as addictive as ever.
LETHAL WEAPON (50%) Iss 18
Bad animation and clumsy gameplay. Really second-rate stuff.
LIFEFORMER SALAMANDER (84%) Iss 21
Lovely scrolling shoot-'em-up which is really fast and frantic.
LITTLE NEMO (77%) Iss 8
This fun, cartoony arcade adventure may be cute, but it's as hard as nails!
LOLO (65%) Iss 8
A decent and challenging puzzler, but it lacks character and is a bit colourless.
LOW Q MAN (94%) Iss 2
A huge, playable and ingenious game, with vast levels and beautiful graphics.
MAGIC BOY (33%) Iss 30
Dull and annoying. A waste of money when there's loads of good platformers around.
MANIAC MANSION (83%) Iss 3
Fun graphics and clever puzzles make this adventure game very playable.
MARBLE MADNESS (56%) Iss 2
An excellent graphic conversion, but with only six levels it's too restricted.
MARIO AND YOSHI (66%) Iss 15
A decent enough puzzler, but it lacks that all-important addictive edge.
MAXIVISION 15 (27%) Iss 10
What a load of rubbish! There are 15 games here and they're all crap.
MCDONALDLAND (77%) Iss 13
Not particularly original, but it looks

okay-ish and it's quite playable.
MECH WARRIOR (85%) Iss 30
Ace animation and sizzling sonics. It's good fun and the difficulty level's set just right.
MEGA MAN (68%) Iss 6
An extremely tough platform-shooter, with no password system. Beware!
MEGA MAN 2 (83%) Iss 6
Not as tough as the first *Mega Man*, but a better all round game. Bright and funny.
MEGA MAN 3 (87%) Iss 10
Better still. Tough gameplay, smooth graphics and lots of badies.
MEGA MAN 4 (88%) Iss 22
Yet another MM game, and this one's the most playable yet.
METROID (66%) Iss 20
A big platform romp that would last you a good while - if it wasn't so dull.
MEGOW MACHINES (92%) Iss 9
This mini racer's fast and fun, with realistic gameplay and brilliant handling.
MIG 29 (70%) Iss 21
Challenging cart with two game styles. Fairly fun, but too limited.
MISSION IMPOSSIBLE (79%) Iss 4
There's lots of fun to be had with this spy sim, if you persevere.
MONSTER IN MY POCKET (69%) Iss 15
It's got the looks, and gameplay, but where's the challenge?
NES OPEN GOLF (86%) Iss 10
Doesn't break any new ground, but it manages to be both fun and realistic.
NEW ZEALAND STORY (93%) Iss 5
A stunning arcade conversion from Ocean. Blinkin' fab!
NOAH'S ARK (80%) Iss 16
Non-stop action, huge levels and loads of monsters. A superb platform shooter.
NORTH AND SOUTH (74%) Iss 12
Patchy graphics, but this Civil War game is varied and enjoyable.
OPERATION WOLF (36%) Iss 10
A crap lightgun game which is irritating as well as boring.
PACMAN (60%) Iss 30
Lots of fun in this dated, but classic ghost-eating maze.
PAPERBOY 2 (50%) Iss 14
Unoriginal, uncontrollable and badly programmed. Oh, and boring.
PARASOL STARS (91%) Iss 13
Cute, addictive and tough. This great platformer will soon get you hooked.
PIRATES (85%) Iss 16
Atmospheric strategy game that will keep you playing for ages.
PRINCE OF PERSIA (35%) Iss 15
Shoddy animation and awkward controls. Looks very dated now.
PRINCE VALIANT (59%) Iss 14
Mildly engaging for a while, but ultimately too primitive and awkward.
PROBOTECTOR (85%) Iss 4
The NES version of the classic *Contra*. A frantic and challenging shooter.
PROBOTECTOR II (91%) Iss 14
A superb shoot-'em-up which is tough, action-packed and great-looking.

PUNCH OUT (74%) Iss 11
One of the better NES boxing sims, but too basic and simple.
RAD GRAVITY (74%) Iss 14
Looks a bit drab, but it's an intriguing platformer with loads of variety.
RAD RACER (66%) Iss 9
Not bad, but spoiled by average graphics and repetitive gameplay.
RAINBOW ISLANDS (92%) Iss 5
Near-perfect gameplay and brilliantly judged difficulty. Wonderful stuff!
RESCUE: THE EMBASSY MISSION (48%) Iss 5
Sniping, abseiling and loads of tip-toeing around, but boy is it dull.
RC PRO-AM (62%) Iss 15
A weird game which plays really well. It lacks depth, though.
RC PRO-AM II (76%) Iss 17
A racer which can be fun for four players, but doesn't involve much skill.
ROAD FIGHTER (44%) Iss 6
Addictive and fun, but looks awful and is far too primitive.
ROBIN HOOD (63%) Iss 14
An RPG-type explore-'em-up with minor puzzles and major flicker.
ROBOCOP (62%) Iss 20
One of the better versions, but it's still far too shallow and straightforward to be on anyone's shopping list.
ROBOCOP 2 (66%) Iss 2
A fun stomp-and-blast-'em-up, but it's too easy and lacks longevity.
ROBOCOP 3 (86%) Iss 13
A tough but intelligent game - brute force is not a good tactic here!
ROBOWARRIOR (21%) Iss 23
A complete waste of time. This game is so dated it should be extinct.
ROLLER GAMES (72%) Iss 2
A good mixture of jumping and punching. Not brilliant, but fun.
RUSH 'N' ATTACK (65%) Iss 22
A decent platform beat-'em-up, but it's looking a bit crusty now.
RYGAR (79%) Iss 20
Huge, playable and action-packed arcade platformer, but it's a bit easy.
SECTION Z (42%) Iss 22
Conventional space shoot-'em-up with repetitive gameplay.
SHADOWGATE (74%) Iss 2
Taxing puzzles and plenty of places to visit. It's just a shame you keep dying.
SHADOW WARRIORS (47%) Iss 3
Huge levels and varied graphics, but it's frustrating and awkward to control.
SILENT SERVICE (75%) Iss 18
A good conversion of a fab strategic sim, but not quite right for the NES.
THE SIMPSONS: BART VS THE SPACE MUTANTS (65%) Iss 18
Lots of humour, but it's tough and there are no passwords.
SKATE OR DIE (52%) Iss 27
This has five sub-games, but none of 'em are any good.



We've had a spring-clean and in typical, generous mood, we're ready to give away our collection of NES games to more deserving homes. For one lucky winner there will be a NES, with joypads, gun, NES Advantage joystick and a multi-player adaptor, plus 50 NES cartridges. There will be three packs of NES games for each of the 10 runners-up. All you have to do is tell us what NES stands for. Is it:

A) Never Ending System

B) Nice Easy System

C) Nintendo Entertainment System

Answers on a bonkers postcard to:
We'll Miss You NES!, TOTAL!, Beauford House, 30 Monmouth Street, Bath, Avon BA1 2BW.



A guide to NES movie licences

ROBOCOP 3

88% (Issue 13)
Brilliant platform shooter which is tough but intelligent, with detailed, good-looking sprites but fiddly controls. One of the best things about it is Robocop's funky strut.

EMPIRE STRIKES BACK

85% (Issue 12)
Enormous and challenging platform game which looks fantastic and includes great X-Wing and snowspeeder sub-games.

HOOK

84% (Issue 6)
Neat platform game with some nice touches. The graphics are sharp, detailed and colourful and really do credit to the humble NES.

BATMAN

81% (Issue 1)
You'll find some excellent na na na na naa BATMAN action here. It's only got five levels, but they're huge!



JURASSIC PARK

79% (Issue 23)
Playable enough game which has you wandering around the island smashing eggs (but never actually getting to make any omelettes).



DIE HARD

78% (Issue 7)
Dodgy-looking game with fantastic gameplay. Manages to accurately recreate the atmosphere of the movie – yes, you too can be a sweaty, balding American in a vest.

GREMLINS II

73% (Issue 5)
Here you get to play Gizmo, the good Gremlin, and scamper around a huge building. Scrummy cartoony graphics and gameplay but lifespan is short.

TOP GUN: THE SECOND MISSION

66% (Issue 1)
Amazingly fast 3D sequences, but the difficulty setting is way too difficult. Two-player option, though, so a pal can be Kelly McGillis... Wahay!

HOME ALONE

61% (Issue 16)
Dodgy graphics and frustrating gameplay makes this a dud.

SKI OR DIE (53%) Iss 2

Just like Skate Or Die – except there's more white in it.

SMASH TV (82%) Iss 3

Lots of baddies make this a frantic blaster, but it's too repetitive in the long run.

SNAKE, RATTLE 'N' ROLL (90%) Iss 1

Cracking, 3D scrolling collect-'em-up with pretty graphics.

SNAKE'S REVENGE (44%) Iss 6

This is quite good fun initially, but it gets incredibly tedious after a while. Ah well!

SOLAR JETMAN: HUNT FOR THE GOLDEN WARPSHIP (92%) Iss 1

This shooting explore-'em-up is one of the best of its kind.

SOLOMON'S KEY (89%) Iss 21

Classic platform puzzler with detailed, colourful graphics and 50 screens.

SOLSTICE (90%) Iss 1

Great graphics and gameplay make this 3D adventure well worth playing.

SPECTRE (81%) Iss 30

It looks basic, but it's got playability oozing out of every pore.

SPIDER-MAN: RETURN OF THE SINISTER SIX (67%) Iss 15

Not very fast, frantic or, erm, frilling. There are loads of better platformers.

SPY VS SPY (69%) Iss 23

Classic game which will soon get boring. Avoid!

STREET GANGS (61%) Iss 12

An odd-looking and unspectacular beat-'em-up with a few good touches.

SUPER ADVENTURE QUESTS (69%) Iss 19

Four games in one, but only one of them is any good.

SUPER MARIO BROS 2 (79%) Iss 5

More varied than the first Mario game but not as good as SMB3.

SUPER MARIO BROS 3 (86%) Iss 1

Well me great mates, this is the most stunning platform game your NES will ever see! Platform-tastic!

SUPER SPORTS CHALLENGE (63%) Iss 17

Good-value four-in-one sports game. A basic game, but fun for two players.

SWORDS & SERPENTS (82%) Iss 2

Bland scenery, but the animation and action make up for it.

TALE SPIN (59%) Iss 14

Cute and colourful graphics, but it's just too fiddly.

TERMINATOR 2 (74%) Iss 3

A spiffy little game-of-the-film. Good platform beat-'em-up action.

TIME LORD (43%) Iss 1

Five levels of puzzle-solving, time-travelling tedium. Blinkin' awful.

TINY TOONS (88%) Iss 9

A brill conversion – this is even more fun than the cartoons.

TO THE EARTH (82%) Iss 4

A proper 3D shooter – but with a Zapper. Best lightgun game around.

TOM AND JERRY (67%) Iss 11

An unoriginal and uninspired platformer. (And where's Tom?)

TOP GUN (69%) Iss 14

Not a techy flight sim, but a simplistic shoot-'em-up. Fun, but not for long.

TOP GUN: THE SECOND MISSION (66%) Iss 1

Amazingly fast visuals, but it's too hard to be much fun.

TOTALLY RAD (54%) Iss 8

This skateboarding game suffers from a poor difficulty structure.

TRACK AND FIELD II (54%) Iss 9

Another complex button-bashing sports sim. For fans of the genre only.

TROG (67%) Iss 3

Looks great and plays well, but it's not hard enough.

TROJAN (52%) Iss 21

Bog-standard scrolling beat-'em-up with lots of baddies, but few thrills.

TURBO RACING (81%) Iss 9

Nice-looking and smooth-playing. A bit simple, but it will last a while.

TURTLES (68%) Iss 13

Looks a bit cack, but this mixture of maps and bashing plays okay.

TURTLES 2 (66%) Iss 6

Lots of action and a few nice touches, but it's too repetitive and slow-paced.

TURRICAN (77%) Iss 14

Platforms, guns, nasties – Turrican's got 'em all. Sadly, it's a bit tiresome.

ULTIMATE AIR COMBAT (82%) Iss 15

The best NES flight sim yet. This will test even the toughest flyers.

ULTIMATE STUNTMAN (90%) Iss 21

Superb arcade romp full of basic but very playable little games.

WIZARDS AND WARRIORS III (76%) Iss 7

Dull to start with, but give it a while and this becomes intriguing.

WORLD CUP '94 (88%) Iss 30

Not one for the purists, go for something with more depth.

WWF WRESTLEMANIA CHALLENGE (37%) Iss 1

Good graphics and impressive moves, but it lacks any challenge or excitement.

WWF STEEL CAGE CHALLENGE (40%) Iss 13

Despite having all of wrestling's big names, this is very dull.

WRATH OF THE BLACK MANTA (42%) Iss 13

Good graphics, but it's unplayable – the hero dies too often.

XEVIOUS (58%) Iss 22

Slow and ancient shoot-'em-up. It may well have been worth buying 10 years ago, but not now.

X-CALIBUR (71%) Iss 30

Top notch looks, good sound effects and enough action make this slash-'em-up worth a look at least

ZELDA II: THE ADVENTURES OF LINK (82%) Iss 2

The graphics could be better, but there's plenty of action in Zelda II to keep you going.

TOP NES TIPS

The TOTAL team are a sadistic bunch of evil and talentless ne'er-do-wells. So much so, in fact, we've taken all the fun out of playing these games by providing solutions. Ha!

Bart Vs the Space Mutants	NES	12
Batman	NES	6
Battle Of Olympus	NES	9
Castlevania II	NES	10
Defender of the Crown	NES	4
Digger T Rock	NES	6-7
Dizzy	NES	19&22
Dragon's Lair	NES	10
Faxanadu	NES	17
Little Nemo	NES	11-12
Maniac Mansion	NES	4&7
Mega Man III	NES	22
Probotector	NES	16
Probotector II	NES	20
Rad Gravity	NES	18
Rainbow Island	NES	13-15
Robocop	NES	3
Shadowgate	NES	4
Solstice	NES	3
Star Wars	NES	6-9
Super Mario Bros	NES	23
Super Mario Bros 2	NES	4-5,24
Super Mario Bros 3	NES	2-3
Teenage Mutant Hero Turtles	NES	1-2
Zelda	NES	8
Zelda II	NES	9

If there's a game listed here that you need the solution to, you can order the relevant back issues of TOTAL. Turn to page 65.

Reader Ads

Buying? Selling? Swapping? Or just fancy seeing your name in print? Well, it's all happening here in Reader Ads...

Sales

● **Stunt Race FX, Super Aleste, Jurassic Park, Powermonger, Cool Spot** (all UK) and **Axelay, UN Squadron** (both Japanese) plus **Action Replay MK2** for sale. Will swap GB games: **Zelda, Krusty's Dynablaster, Bionic Commando**. Ask for Charles.
Tel: (01173) 7844738
 ● **NES** for sale, includes four packs, four games, and **Game Genie** for only £75 ono.
Tel: (01698) 83508

● **For Sale – Super NES with SFII, SFII Turbo, R-Type Mickey Mania, F-Zero Clayfighter, Nintendo Scope 6, Nintendo Arcade Pad, plus more pads. All for £150.**
Tel: (0181) 977 4278

● **Game Boy and Tetris, Magnalight, Cover, Carry Case, 26 top games – £310. TOTAL! mags** for sale, issues 1, 3, 5-11, 13-15, 19-29, 31, 32, 35 – £55.
Tel: (01582) 458042
 ● **Bargain – SNES, seven games, three controllers, games include SF2 Turbo, Super Bomberman and Aliens 3, £95.**
Tel: (01784) 460484
 ● **Two SNES games – World Cup USA '94 (UK) – £20, Super Troll Island (UK) – £20. Both for £35. All boxed with instructions.**
Tel: (01577) 864879

● **US SNES with Street Fighter II, Stunt Racer FX, Mario World, Prince Of Persia, Legend of Zelda, Starfox, all in mint condition and boxed, includes SCART and AV leads – £150. Ask for Rob.**
Tel: (01244) 328189

● **For Sale – Super Mario Land 1 and 2, boxed with instructions £10 each, £15 both. Action Replay, boxed with instructions £15.**
Tel: (01942) 216944
 ● **Yo Ho Ho etc. Early Christmas bargains (Hang on a minute!?) – Andy) Jurassic Park – £15, Starwing – £10 and Madden '93 – £10.**
Tel: (0181) 715 3963
 ● **TOTAL! Issues 1-18 also numbers 23, 31, 35 all for £1.50 each or all for £30. Phone Michael.**
Tel: (01236) 421469

● **Game Boy for sale, nine games, rechargeable battery pack/AC adaptor, carry case all with box and instructions. Mint condition £90**
Tel: (01367) 710338
 ● **Bomberman – £20, NBA Jam – £30, Mario All Stars – £15, Mystical Ninja – £25, Scope – £110, Mega Drive Virtua Racing – £35.** Ask for Asif.
Tel: (0181) 627 7025
 ● **UK SNES for sale – £130, includes Action Replay, Universal Adaptor, Mega man X (US version) and Super Mario World.**
Tel: (0171) 274 0735

Swaps

● **Super SNES and NES each with 12 games for an Amiga 1200. Games including Mega Man X, Zelda III, Starwing, Micro Machines and more.**
Tel: (01284) 828703
 ● **SNES SWAPS: SMW, Flashback, Star Wars or Zelda 3 for almost any other game.**
Tel: (01693) 65403
 ● **I've got a gun in my pocket and if you don't swap your Street Racer for my F-Zero you can eat lead.**
Tel: (0171) 289 0210
 ● **Kid Dracula (Game Boy) 80%**

with box and instructions for **Dynablaster (Game Boy)**, must have box and instructions.

Write to: K Bissix, 44 Lavers Cl, Kingswood, Bristol, BS15 2ZG.

● **Aladdin or Bull vs Blazers (both boxed) for your Super Metroid, Striker or FIFA Soccer or any other good game (preferably with box).**
Tel: (01420) 89406

● **Krusty's Fun House or Populous for any good game. Ask for Chris.**
Tel: (01542) 835692

● **Mystic Quest, Legend and an 80-page player's guide for FIFA Soccer (or sell for £30). Ask for Peter.**
Tel: (01584) 946473

Wanted

● **Wanted – Mega Man 5 for the NES and adaptor (for US game). please call David after 4pm.**
Tel: (01923) 230606

● **Wanted – Book to Might and Magic II. Desperately wanted!**
Tel: (0151) 263 4032

● **TOTAL! magazine issues 26 and 27 wanted. I'm willing to pay up to £3.50 each. Please call after 6pm.**
Tel: (01625) 433066

● **Wanted – Cold sausages, No! Really, what I actually want is TOTAL! issues 1, 5, 8 and 14. They've run out of stock in Back Issues, apparently, so price negotiable. Phone after 6pm.**
Tel: (01747) 871367

Fanzines

● **The Ultimate Tetris Tips Book! It's got everything; tips, tactics, high scoring, playing the faster levels, two-player tactics and much more. Send cheque or PO for £2.50 (+ 50 p+p) to Tetris Tips, PO Box 86, Stockport. Overseas orders add £5.**

Pen Pals

● **Anyone can write to me, but you have to be 11 or over. I'll reply to all letters. If you are cool and generally fab then...**

Write to: Andrew Hung, 4 Egret Court, Spennells, Kidderminster, Worc, DY10 4ST.

● **Hi! My name is Chris. I'm 14 and looking for a female pen-pal aged 14 plus. Photo if possible. All letters will be answered.**

Write to: Chris Sheldrick, South Lawn, Eton College, Windsor, Berks, SL4 6ES.

● **Hi! I'm 11 and looking for a female pen-pal aged 11-12 who likes basketball. Please send photo if possible!**

Write to: James Taylor, 256 Andover Road, Newbury, Berks, RG14 6PT.

Reader ads! Just £1 for a normal ad! £5 for a boxed ad! Normal ads are free to TOTAL! subscribers

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Tick if you're a subscriber ☐

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Send your ad to: Reader Ads, TOTAL!, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. You can pay by cheque or Postal Order, made payable to Future Publishing – please do not send cash! Don't forget to say which classification you want your ad to appear in (Sales, Wanted, Swaps, Fanzines, Pen Pals and Messages). No trade ads.

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All proceeds to charity, including ChildLine and the Prince's Trust.

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JELLY!!!

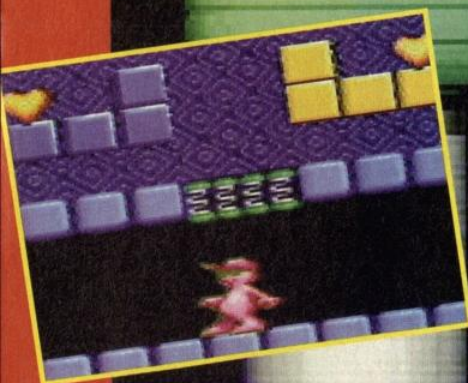
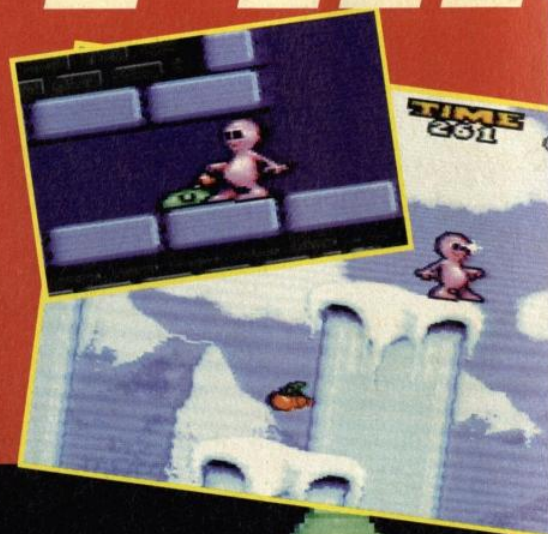
Top Jelly
Related
Goodies



To tie-in with that largely undiscovered gem of a game *Jelly Boy* we've got together with Ocean to give-away loads of goodies. This top game scored 90% on the SNES and Game Boy and was one of the top platformers of '94. We've got a *Jelly Boy* skateboard,

Remote Controlled Submarine and much more (see below) to give away. Yes, you heard us right and may well be asking what the link is between these prizes and the game. Exactly! Simply tell us what the link is between a submarine, a skateboard, a Pogo Stick, and Jelly Boy, and the first three entries out of the hat will get these goodies. Send your entries to: **The**

TOTAL! Team Like Wobbly Things A Little Too Much Compo, TOTAL!, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.



PRIZES!

FIRST PRIZE:

A hand-made *Jelly Boy* Skateboard, a groovy Remote Controlled Submarine complete with controller and charger, and a copy of the wonderful *Jelly Boy* for the SNES.

SECOND PRIZE:

A Super Game Boy and copies of *Jelly Boy* for the SNES and Game Boy.

THIRD PRIZE:

A Pogo Stick and a copy of *Jelly Boy* for the SNES.

WIN!

WE'VE GONE CIRCUS BONKERS

**WIN! A
Training Day
At Zippos
Circus!**



ZIPPUS CIRCUS

PRIZES!

FIRST PRIZES:

A SNES, a copy of *Kid Clown in Crazy Chase*, and a training day for two at Zippos Circus, the largest clown circus in Europe.

RUNNERS-UP PRIZES:

Copies of *Kid Clown* and two family passes for Zippos.

Yes, to celebrate the release of the utterly wonderful *Kid Clown In Crazy Chase*, Nintendo are giving away a training day for two at Zippos Circus, the largest clown circus in Europe.

This is a once-in-a-lifetime opportunity to learn the trapeze, the tight rope, fine tune your juggling skills, get professionally made up as a clown and generally make a fool of yourself for a day. Depending on how good you are, Zippo may even allow you to appear in the evening show alongside Kid Clown himself. Not bad! The winner will also receive a SNES and a copy of *Kid Clown In Crazy Chase*. Fifteen runners up will get a family ticket to Zippos circus and a circus goody bag. If you're not one of the lucky ones, remember that there's a free ticket to Zippos circus in every *Kid Clown* game pack. For more information on when Zippos circus will be near you call up those lovely chaps on the Nintendo Hotline. The number, as if you didn't know, is **01703 652222**.

To win these top prizes, all you need to do is answer these two ludicrously simple questions:

1 What's the name of Kid Clown's arch enemy?

2 What are those tiny, black, wrapped aniseed sweets called?

Answers on a postcard to: **Blackjack Compo, TOTAL!, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.**

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NEXT MONTH

Nintendo — simply the best

Reviews

MK3, Theme Park, TimeCop, Jungle Strike, Judge Dredd and all the latest SNES, Game Boy and Ultra 64 releases.

TIPS!

Syndicate, Jungle Strike (GB) and Cruisin' USA. You can't afford to be without them.

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Make your own Ultra 63 (while you're waiting for the Ultra 64) with our cut out and keep model.

What's the best footy game ever? We ask the professionals. what they think.

We give TOTAL! proof that Nintendo are better than Sega and the rest. See the fight live in TOTAL!

ISSUE 42 – ON SALE TUESDAY 9 MAY



you'll never REACH THE END

MONSTER MAX

U S G I G A N T I C E X T E N

the BEST GAMEBOY GAME EVER

"the most challenging game on the Gameboy ever" - Gamesmaster

I V E L A R G E E N O R M O U S

"the perfect game for the Gameboy" - TOTAL

96%

THANK YOU TO GB ACTION MAGAZINE FOR VOTING MONSTER MAX "THE BEST GAMEBOY GAME OF ALL TIME EVER" (Jan '95) IF YOU HAVEN'T GOT IT YET, GET IT NOW!

E V A S T G R A N D I O S E G

"the most polished piece of Gameboy software..." - Super Gamer

94% GB Action

G A N T U A N M O N U M E N

"the greatest game of the year..." - GB Action

"the most impressive cart of all time" - GB Action

"simply the best Gameboy title ever" - Super Gamer

So, without further ado - it's time to let the fanfares ring out as we present the GB Action Top Ten Game Boy Games Of All Time...

1. Monster Max - Titus
2. Legend of Zelda - Link's Awakening - Nintendo
3. Tetris - Nintendo
4. Micro Machines - Sony
5. Donkey Kong '94 - Nintendo

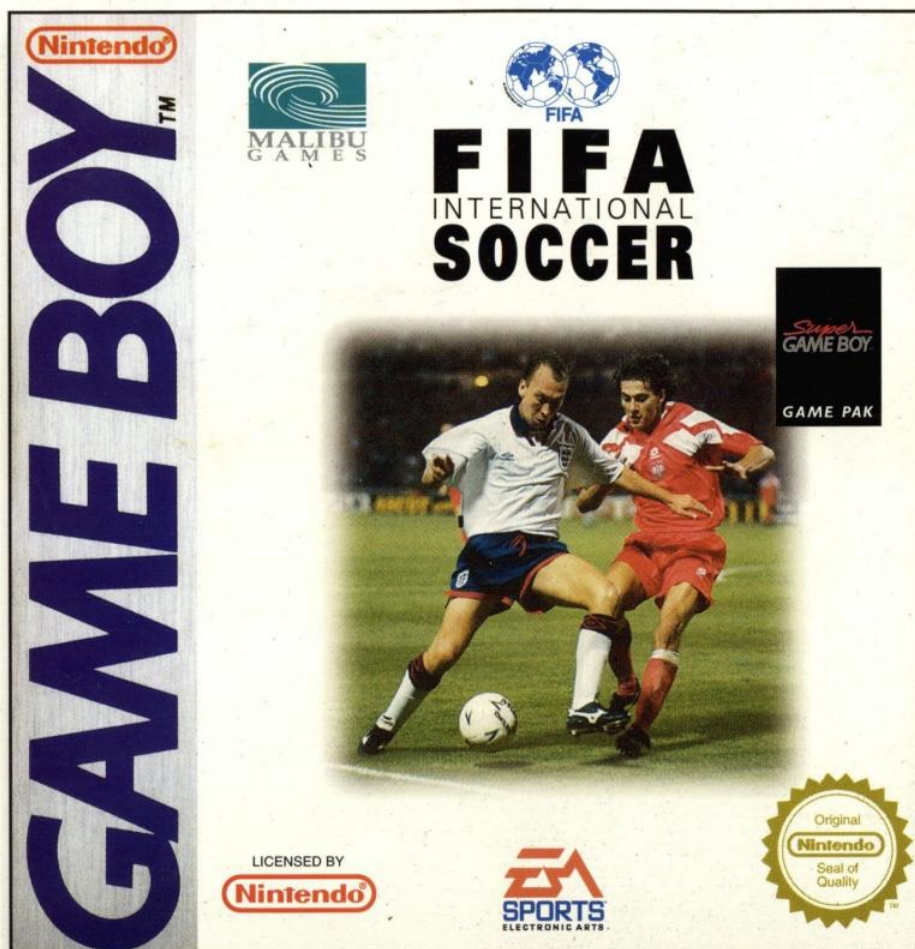
to get this FAR takes AGES



GAME BOY™



CAN YOU HANDLE IT?



GB Action 90% Super Gamer 85%
C&VG - "FIFA on Game Boy is a graphical triumph. If you're a footy fan, this is probably the best one on the market."



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